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THE WARLOCK OF FIRETOP MOUNTAIN

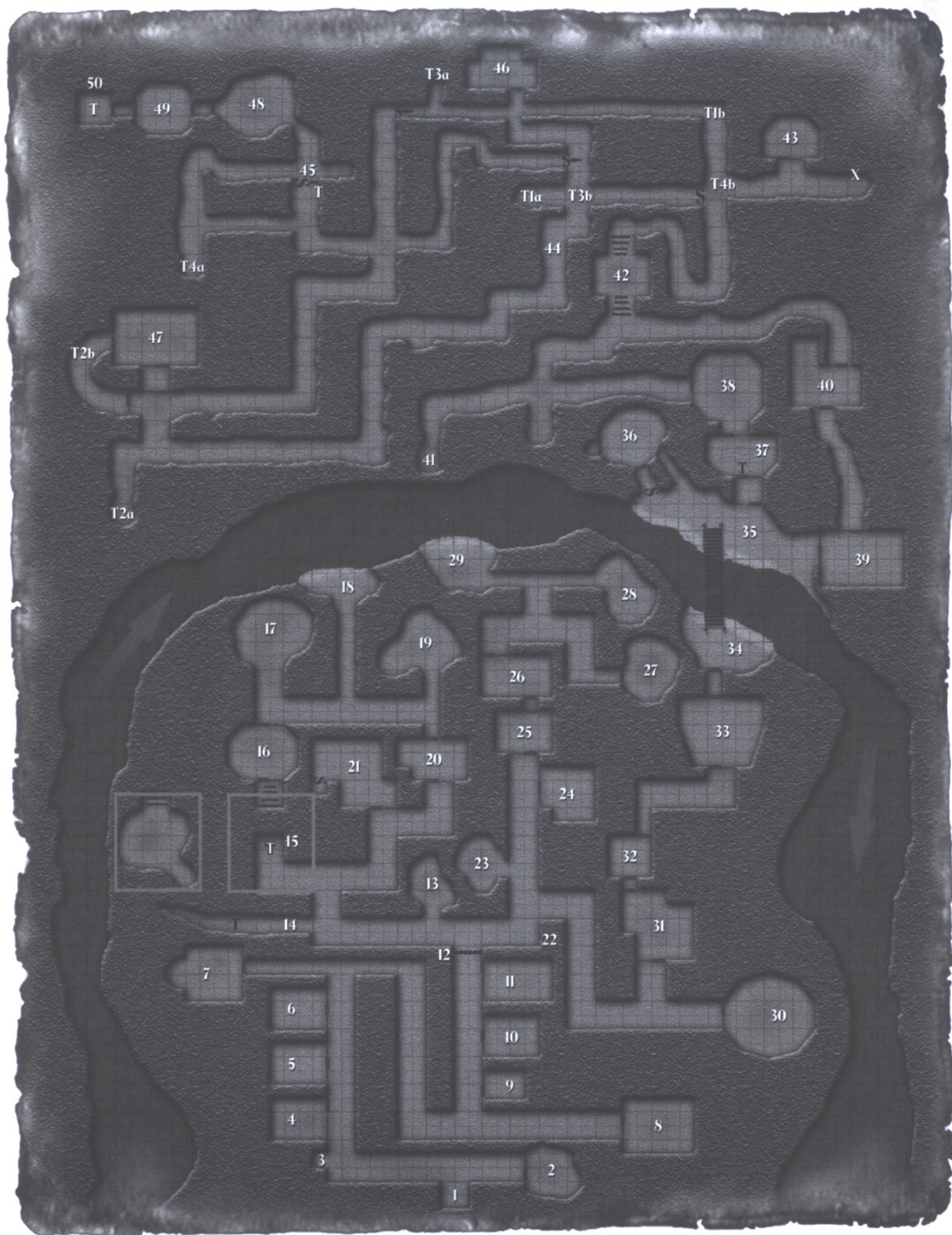


Converted By Jamie Wallis

MYRIADOR



Requires the use of the Dungeons & Dragons(R), Third Edition Core Books, published by Wizards of the Coast, Inc.



THE WARLOCK OF FIRETOP MOUNTAIN

Based on the Fighting Fantasy™ book by
Steve Jackson and Ian Livingstone



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INTRODUCTION

The Warlock of Firetop Mountain was the very first of the Fighting Fantasy™ series of books. First published in 1982, this revolutionary new idea, part book part game, gave the reader a unique experience - a fantasy adventure where you are the hero.

The Fighting Fantasy™ series has 59 titles to date and has sold over 15 million copies worldwide and has been translated into over 20 languages. The Warlock of Firetop Mountain alone sold over 2 million copies. Now the Fighting Fantasy™ books are being re-released allowing a new generation of players to explore the Citadel of Chaos, confront the Warlock of Firetop Mountain or get lost in the Forest of Doom.

This book is a conversion of the Warlock of Firetop Mountain into a d20 role-playing game scenario. The original books were a solo experience; we have written this scenario to allow players to challenge the Warlock on their own or as part of a group of adventurers. The inclusion of the new Luck rules give the single player a good chance of success without making groups of players too powerful.

The Fighting Fantasy™ books could be picked up and played with a minimum of preparation, we have written this scenario to reflect this including pre-generated characters, full colour maps and other play aids to get you started quickly. For more information about Roleplay games, Fighting Fantasy™ and the Warlock of Firetop Mountain visit the Myriador website: www.myriador.com

Adventure Summary

Within the legendary Firetop Mountain lives the evil Warlock, Zagor. For years adventurers have entered his lair seeking fame and the Warlock's fabled treasure - few have returned and those that have bring nothing but tales of monsters, traps and sudden death in the cold corridors of the dungeon.

Now that you have decided to brave the Warlock's lair, will you be more successful? Can you survive meeting the Warlock of Firetop Mountain?

The Warlock of Firetop Mountain is an adventure designed for single adventurers or small adventuring groups based on the Fighting Fantasy™ book of the same name. The players will attempt to penetrate the depths of the Warlock's dungeons, battling the Warlock's servants and monsters, overcoming deadly traps and puzzles before confronting him in a quest for fame, fortune and power.

Preparation

In addition to the books required (as stated on the cover of this product), which will be referred to as the DMG, PHB and MM, a set of polyhedral dice (D4, D6, D8, D10, D12 and D20) is also needed to play. Pull out Character sheets of the four pre-generated characters can be found in Appendix 4 - Characters.

Full colour maps and pre-generated character sheets can be downloaded free from www.myriador.com

Quick Play

One of the great attractions of the Fighting Fantasy™ series of books is that it is very easy to pick up a book and start playing, everything you need is provided in the books, you just need to grab a pencil to get straight into the action. We have tried to write this scenario in the same way, providing you with everything we can so that you can get on and play the game without having to spend ages preparing. Simply hand out the pre-generated characters, get your dice ready and start playing.

Detailed dungeon floor plans, pregenerated character sheets with rules' summaries and character and monster tokens are available free to owners of this book and can be downloaded from www.myriador.com

Notes are included in the back of this book to help you integrate this scenario into an ongoing campaign, or visit our website: www.myriador.com where more information can be found about Titan™, the Fighting Fantasy™ world.

Campaign Integration

Although this scenario is designed to be played as a stand-alone adventure using the pregenerated characters provided or a party of newly created 4th level characters, there is no reason why it couldn't be used as a part of an on-going campaign. Guidelines and advice are included in the appendices to help you integrate this scenario into an on-going campaign and suggestions are included about adjusting difficulty levels (see Appendix 3 - Campaign Play).

How to use this Book

The first pages of this scenario contain background information for the DM. Later pages contain the rules for the new (optional) Luck ability, these rules should be studied by the DM and the players. Towards the back of the book you will find summaries of new monsters, spells and magic items as well as advice about integrating this adventure into your campaigns.

The bulk of the book contains the scenario information divided by location. Each location entry in the scenario is shown on the main map provided, a full colour 1" = 5 feet map of each location can be obtained free from: www.myriador.com A description of each location is provided for the DM detailing its contents and any monsters present. The shaded text boxes contain information that the DM can either read out or paraphrase to the players. Other information should be kept secret from the players until they discover it. Descriptions of how each monster is likely to react are included in the room descriptions. The DM controls all the creatures within Firetop Mountain except the player characters and is free to change their behaviour as he / she sees fit.

The DM is advised to read through the scenario at least once before you play.

Using Maps & Miniatures

Using maps and miniature figures adds a whole new dimension to playing this game, they help the DM to

'set the scene' and players to see where characters and monsters are, what the dungeon looks like and make combat more exciting and realistic.

Full colour maps, pregenerated character sheets and character and monster tokens are all available free to owners of this book from; www.myriador.com (make sure you have your copy of this book available when downloading these free extras)

LUCK

Luck was a major factor in the Fighting Fantasy™ series of books. The d20 system includes a range of skills that are used where Luck was in the original books. However, we wanted to keep the overall tone & feel of the Fighting Fantasy™ books so we have included Luck as a new Ability score.

This scenario is aimed at small parties of players (mini-groups). The inclusion of Luck gives them an edge that makes up for their lack of numbers. Players should be encouraged to use Luck as often as possible - it may make the difference between success and failure!

To reflect this, it is easier for characters to recover Luck than it is for other attributes, methods of restoring Luck are given under the heading: Restoring Luck.

New Ability Score

Luck is determined in the same way as other ability scores. There are several options available (see DMG Chapter 2, Ability Scores Generation). The maximum possible starting Luck score is 18 regardless of race.

A character's starting Luck score can only be increased by magical means or by spending attribute points gained as the characters become more experienced.

Luck will be treated as an Ability score in every respect i.e. lost ability scores are regained at the rate of one per day (see DMG Chapter 3, Running the game, ability score loss).

Standard Point Buy Method

Because there are now 7 ability scores instead of the normal 6, the amount of starting points is increased to 30 rather than 25 (See DMG Chapter 2, Ability Scores Generation, Standard Point Buy).

Using Luck

A character may use Luck to change or influence events, reducing the damage taken from an enemies attack for instance, or increasing their chance of picking a lock. Luck can be used to modify a character's skill checks, saving throws, attack rolls, and melee/ranged damage dealt. You can also use your Luck to reduce the damage you take from an enemies attack.

Luck checks must be resolved BEFORE the action that they are affecting is undertaken (exception: reducing damage taken in melee/ ranged). The result of the Luck check is applied as a modifier to the action. You may only check Luck once per action undertaken and the result only affects that action.

A character's Luck score is temporarily reduced by 1 every time Luck is checked.

Luck cannot be used to give a character feats or special abilities that she would not normally have. i.e. a fighter cannot use Luck to allow her to turn / rebuke Undead.

Luck Difficulty Class

Luck is checked against a Difficulty Class (DC). (See PHB Chapter 4, skills, using skills, Difficulty Class). The base DC for Luck is 10.

Ability Luck check = D20 + Ability Modifier (Luck) against DC10

A total roll of 10 will give you a +1 bonus. For every 2 points over 10 that you roll you gain +1 to the outcome that Luck was used to affect (i.e. 10 = +1; 12 = +2; 18 = +5 etc...).

If the Character fails his Luck check by up to 5, there is no penalty. However, if the character fails by 6 or more, he will suffer a -2 penalty to the outcome that Luck was used to affect.

Example: Ellion G'aarak decides to test her Luck to help her fight 2 Orcs by giving a modifier to hit them. She rolls a D20 and adds her Luck ability modifier getting a total of 13, success! Ellion now adds +2 to her next attack roll against the Orcs and her Luck is temporarily reduced by 1.

Later in the same fight Ellion decides to test her Luck to add to her attack roll again, this time she rolls a total of 4. Ellion has failed to make the required DC10 by 6. Ellion now suffers a -2 penalty to her attack roll and her Luck is temporarily reduced by 1. If she had rolled a total of 7, she would still have failed in her Luck check but not suffered a penalty. However, her Luck would still have been temporarily reduced by 1.

Minimum Luck Score

When a character's Luck score reaches 0 they can no longer choose to test their Luck. Luck cannot be lowered further than 0, and cannot be used again until it is raised to at least 1.

Saving Throws & Luck

Luck can be used to modify the result of a saving throw using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their saving throw.

Skills & Luck

Luck can be used to modify the result of skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their skill check.

e.g. Rhana Quinn has fallen off a rickety bridge into a fast flowing river. The DM determines that a skill (Swim) check (DC15) is required for Rhana to safely swim to the nearby riverbank. Rhana is not a good swimmer having only a skill of 1, which is reduced by -7 because of her equipment (-1 per 5lbs carried). This means that the best she can hope to do is 20 + 1 - 7 = 14





meaning she can't succeed! She decides to use her Luck to help her reach the riverbank safely. Rhana rolls a D20 getting 15 and adds her Luck ability modifier (+2 from an Ability score of 14) for a total of 17. She has succeeded by 7 so she may add +4 to her Swim check. She now makes her Swim skill check D20 + 1 (Swim skill) -7 (equipment carried) +4 (Luck). She rolls a 17 giving her a final check result of 15. Rhana just manages to scramble to the riverbank. Rhana reduces her Luck temporarily by 1.

If Rhana had failed her Luck check, for instance rolling a 3 on her D20 (+2 Ability modifier) = 5, her Swim check would then have been D20 +1 (Swim skill) -7 (equipment carried) +0 (Luck check result) giving her a maximum possible result of only 14. She would start to drown. Of course she could use Luck again in the next round to help her survive.

Opposed Skill Checks & Luck

Luck can be used to modify the result of opposed skill checks using the same method as described above (under the heading: Luck Difficulty Class). The character makes a Luck check and then applies the result as a modifier to their opposed skill check, which is then compared to their opponent's check as normal.

Checks Without Rolls & Luck

You cannot 'take 10' or 'take 20' when testing your Luck.

Combat & Luck

Luck can be used in combat in three ways. To increase your chance of hitting an opponent, to increase the damage you deal to an opponent, or to reduce the damage taken from an opponent's blow.

Using Luck to hit an opponent

A character may make a Luck check (as described under the heading: Luck Difficulty Class) the result of which is then added or subtracted to her next attack roll to hit an opponent.

Using Luck to increase the damage dealt

When a character has successfully hit an opponent, he may make a Luck check (as described under the heading: Luck Difficulty Class) and add or subtract the result to the damage dealt by his attack. The Luck check must be made before damage is rolled. Luck damage is never multiplied by a critical success.

Using Luck to reduce the damage taken

When a character has been hit by an opponent's attack, she may make a Luck check (as described under the heading: Luck Difficulty Class) and apply the result to reduce or increase the damage she suffers from the attack. Damage reduced by a Luck check can never be reduced to less than 0. She can decide to make the Luck check before or after damage has been rolled.

Luck and Magic

Luck cannot be used to increase or decrease the effectiveness of a spell or magical effect.

Luck can be used to increase the chance of hitting with a magical attack such as a ray by modifying the to-hit roll, or it could be used to modify the result of a Spellcraft check to help identify a spell being cast. Similarly it could be used to increase the chance of making a successful saving throw to counter a spells effect.

Luck and Turn / Rebuke Undead

Luck can be used to increase the chance of turning / rebuking Undead but cannot increase the effectiveness. i.e. Luck may be applied to the Turning Check Result, but cannot be used to increase the maximum hit dice affected, or the number of HD affected.

e.g. Ellion G'aarak is a 4th level Cleric. Entering a room Ellion encounters 4 zombies, she decides to attempt to turn them and to use Luck in her attempt. Ellion makes a Luck check, the result of which is added to her Turning check result which may make her more likely to succeed. However, Luck cannot be used to change the maximum effectiveness of her turning attempt, she can still only possibly affect Undead with 8HD or less. Neither does Luck affect the number of such Undead she can affect.

Stand alone Luck Checks

There will be situations within the adventure when Luck can be used to determine the outcome. Depending on the situation the DM may appoint a higher or lower Luck DC. The DM must never use Luck to replace a saving throw or skill check that already exists. In the example below an unsuccessful Luck check would then require a Reflex save to avoid falling in the water.

An example of a stand alone Luck check: If the characters are walking over a rickety old wooden bridge, does a rotten plank break under the weight of one of the players? The DM decides that the characters will have to be particularly Lucky to avoid all the rotten planks and gives this situation a Luck DC of 15. As with all Luck checks, once a stand alone Luck check has been made (whether successful or not) the character must temporarily reduce his Luck score by 1.

Opposed Luck Checks

Two characters are sitting at the table playing cards. Who will win? The simple solution to this is for the characters to make an opposed Luck check. Both characters roll a D20 and add their Luck modifier. The character with the highest Luck result wins. Each character that made the opposed Luck check must temporarily reduce his Luck score by 1.

Optional Luck rule

If a character rolls a natural 1 on the Luck roll the DM may rule that that character has been so unlucky that he automatically fails whatever he was attempting to use Luck with: if he was using Luck to modify his attack roll then the attack automatically misses; if he was using Luck to modify his chance to Pick a lock, the attempt automatically fails; if he was using Luck to modify his melee damage roll, he scores no damage at



all; If he was using Luck to modify his opponent's melee damage roll, his opponent does full damage etc...

Restoring Luck

Luck can be restored in a number of ways. Luck cannot be increased past its starting value except by magical means (see Appendix 2 - New Magic, New Spells). Any excess Luck points that would take a character's Luck score above the original value are lost.

Normal regeneration of ability points

(see DMG chapter 3, ability score loss)

Magical means - spells and potions

Any spell that restores Ability points can be used to restore Luck points. Examples include: Lesser Restoration; Restoration and Fortune (see Appendix 2 - New Magic, New Spells)

Any potion that restores Ability points can be used to restore Luck points.

Discretionary Awards by the DM.

DM's can choose to award Luck points to characters for particular acts of daring or heroism. It should be remembered that Luck is an extremely powerful ability that can allow characters to succeed at tasks that they normally wouldn't be able to achieve. Care should be taken when awarding Luck points, don't give the characters too much or you could make any scenario too easy, but don't be too stingy with your Luck awards or the characters will probably fail.

Scenario Awards

At various points in this adventure Luck points are awarded to characters. These Luck awards can be increased / decreased at the DM's discretion. Luck awards are to the party as a whole, it is up to the DM to determine how they are divided amongst the characters. E.g. if a party of 3 characters are awarded 2 Luck points, the DM can give 1 point each to 2 of the players or 2 points to one of them at the DM's discretion - award the points to the characters who played the most significant role in gaining them.

Monsters and Luck

Luck is a player character specific ability. Monster and NPC's do not gain the Luck Ability score.



THE WARLOCK OF FIRETOP MOUNTAIN

For the DM

This adventure will begin just outside the entrance to Firetop Mountain.

If you are planning to use this adventure in your ongoing campaign, please refer to Appendix 3 - Campaign Play for all relevant information.

Background

Only a foolhardy adventurer would embark on such a perilous quest, without first finding out as much as possible about Firetop Mountain. That is why you have travelled to the village of Gilford. A sleepy village with a small population, Gilford is situated just 2 days travel from Firetop Mountain. When you arrive, you make your way to the local tavern, the Unicorn Run.

The Unicorn Run is a well-kept establishment, providing good meals and fine ales. It is owned and run by Otto Stormcloud, a retired human adventurer who bought the tavern many years ago.

Most of the locals here are of a friendly nature and when they hear of your plan to visit Firetop Mountain, they offer you a pint of ale and a chat. Many rumours circulate about the Mountain. There seems to be some truth in the story of the Warlock's treasure being kept in a magnificent, ornate chest with two locks; the keys to these locks being guarded by creatures within the dungeon. The Warlock himself is a sorcerer of great power. Some describe him as young, others as a frail old man. Some say his power comes from an enchanted deck of cards, others from a silky black glove that he wears. The entrance to the Mountain is guarded by warty faced Goblins, stupid creatures, fond of their food and drink. Towards the inner chambers, the creatures become more fearsome. To reach the inner chambers you would have to cross a fast flowing river. The ferry service is regular, but the ferryman enjoys a good barter, so save a couple of gold for the trip. The locals also encourage you to keep a map of your wanderings, for without a map you may end up helplessly lost within the Mountain.

It seems that many adventurers have used Gilford as a starting point for their trek to Firetop Mountain. Not many have returned though, those that did spoke seldom and then only to warn others that they should stay away.

Rumours of your trip to the Mountain pass swiftly about the village. On the morning that you decide to head off to Firetop Mountain, Otto and several of the regulars from the Unicorn Run show up to wish you a fond farewell and good luck on your quest.

Otto hands each adventurer three glass vials, two contain blue liquid and the other green. Otto





explains that the vials containing blue liquid are potions of healing; the other is a potion of fortune. You shake Otto by the hand and thank him for his gift, promising him that you will soon return.

For a description of the potion of Good Fortune see **Appendix 2 - New Magic**. The potions of healing are both potions of Cure Moderate Wounds healing 2d8+3 hit points. These potions are already included on the pull out character sheets (see Appendix 4 - Characters).

The Dungeon

All rooms and corridors have 12ft. ceilings. Corridors are rough-cut stonework either 5ft. or 10ft. wide (please refer to the overlay map for details). Doors are wooden (good), unless otherwise stated in the text. All doors are unlocked unless otherwise stated. Any locked doors have average locks unless otherwise stated. The dungeon is unlit unless otherwise stated.

Doors: Good Wooden; 1 ½ inches thick; Hardness 5; Hit points 20; Break DC25

Locks: Average lock; Open lock DC25

Listen checks: All Listen check DC are calculated assuming the character is standing in the adjacent square to the door (2 ½ ft. away). If a player actively listens at a door (presses his ear to the door) then reduce the Listen DC by 2.

1. Into the Mountain

Your 2-day trek is an uneventful one. The Mountain looms over you menacingly growing as you make your way onwards. The steep face in front of you is deeply scarred as if savaged by the claws of some gargantuan beast and sharp rocky crags jut out at unnatural angles. Picked out by the sun, the summit has an eerie red colouring (probably some strange vegetation) that gives the Mountain its name. Perhaps no one will ever know exactly what grows up there as climbing the peak looks impossible.

As you cross a clearing, you notice a cave entrance, almost obscured by fallen rocks. Inside, the cave is dark and gloomy, slime drips down the walls. As you step into the blackness cobwebs brush past your face...

Any character that makes a successful skill (Listen) check (DC20) can hear the scurrying of tiny feet. The sound that they hear is only rats running from the adventurers.

If the characters have Darkvision or a light source they will notice a junction onto a corridor that runs east, west.

2. The Pit (EL 1)

At the end of this corridor is a wooden door

The door is not locked but it is jammed. The door can be forced by a successful ability (Strength) check (DC15). If the character succeeds, read the following:

You put your weight against the door and push with all of your might. With a cracking sound, the hinges give way and the door swings opens sending you stumbling into the room. Unfortunately, the room has no floor!

The DM should note that attempts to force or break open doors are noisy, and could attract the attention of nearby monsters. If the Goblin guard (encounter 3) makes a skill (Listen) check (DC14), he hears the door being forced. His reaction to this is included in encounter 3

This is not a trap as such, just an unfortunate position for land subsidence. The Orcs and Goblins know of its existence. That is why the door has jammed, because no one goes in there any more.

To prevent falling into the pit, the character who barged open the door must make a successful (Reflex) save (DC15). If she fails, she falls into the pit and suffers 1D6 falling damage.

The pit is only 10 feet deep and so climbing out is easy (DC5). There is nothing of value or interest in the pit. The room itself is completely empty.

3. Sleeping Beauty (EL 1)

As you approach the corner of the corridor, you notice a small yellow skinned, warty humanoid asleep in an alcove in the west wall. It is wearing leather armour and has its sword drawn and laid across its lap

The Goblin guard is doing exactly as he was ordered not to; he has fallen asleep (-6 to Listen checks) at his post.

If the players approach without caution he may awake and attack.

If the characters bashed open the door (in encounter 1) and were heard by the Goblin, it is now hiding in the alcove ready to ambush them. The characters must make opposed skill (Hide/ Spot) checks with the Goblin. The Goblin will attack the players as they pass.

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +3, Move silently +4 and Spot +3; Alertness. Equipment: Studded leather and a Shortsword (see MM for information on Goblins).

4. Guard Room (EL 1)

If a character listens at the door and makes a successful skill (Listen) check (DC10), read the following text:

You can hear a low rasping and mumbling sound coming from the other side of the door.

This is the off duty Guard Room. If the characters open the door, read the following:

In the centre of this room there is an old make shift table. Asleep on a filthy straw mattress in the north-west corner is another Goblin

If a character makes a successful skill (Spot) check (DC10) they can see a small wooden box under the table. If the characters enter without caution the Goblin may awake and attack (-6 to Listen checks because it is asleep).

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15





(+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +3, Move silently +4 and Spot +3; Alertness. Equipment: Studded leather and a Shortsword (see MM for more information on Goblins)

If the characters did not see the box, a skill (Search) check (DC10) will reveal it. Inside the box there is 1 gold piece (gp) and a small mouse.

DM's please note that rooms 3, 4 and 5 are all very similar in appearance.

5. Barracks (EL 1)

If the characters open the door, read them the following:

There is a table in the centre of this room. On the table is a burning candle, and next to it is a wooden box. There is a rotting straw mattress in the north-west corner, but the room is empty of creatures.

The box is not locked. If the characters make a successful skill (Listen) check (DC10) they can hear a faint rattling sound coming from inside.

Inside the box is one of the Goblin guard's pet snakes. The snake will attack whoever opens the box.

Snake (tiny viper), tiny animal (1): CR 1/3; Size T (1ft. long); HD 1/4D8; hp 1; Init +1 (+3 Dex); Spd 15 ft., Climb 15ft., Swim 15ft.; AC 17 (+3 Dex, +2 Size, +2 natural); Attack +5 melee (Bite - no damage +poison); SA: Poison: Fortitude save (DC11). Initial and secondary damage 1D6 temp Con.; SQ: Scent; SV: Fort +2, Ref +5, Will +1; AL N; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2. Languages Spoken: none. Skills and feats: Balance +11, Climb +12, Hide +18, Listen +8 and Spot +8; Weapon finesse (bite). Equipment: None (see MM Appendix 1 for more information on snakes).

At the bottom of the box is a bronze key with the number 99 stamped on it. This is one of the keys used to open the Warlock's treasure chest.

Award the party 2 Luck points for finding the key.

6. Orc Barracks (EL 1)

Ask the characters to make a skill (Listen) check (DC10), if they are successful, read them the following:

You can hear appalling singing and laughter coming from behind the door

If anyone opens the door, read them the following:

This room is dirty and unkempt. A straw mattress lies in one corner. In the centre of the room is a wooden table upon which a candle burns, lighting the room. Seated at the table are two grey skinned creatures wearing leather armour. The creatures have mugs in their hands, and judging by the way they are swaying, it must be ale. Under the table is a small wooden box.

The Orcs are off duty, enjoying a mug or ten of ale. The Orcs suffer a -4 penalty to Spot and Listen checks due to being slightly drunk. These penalties are reflected in the creature's stats. If the Orcs notice the characters enter the room, they will attack.

Orcs, medium humanoid (2): CR ½ (each); Size M (6 ft., 1 in. tall); HD 1D8; hp 7, 6; Init +0; Spd 20 ft. (Scale mail) base 30ft.; AC 14 (Scale mail); Attack +4 melee (Longsword 1D8 +4); SV Fort +2, Ref +0, Will -1; AL CE; Str 17, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Languages Spoken: Orc. Skills and feats: Listen -2 and Spot -2; Alertness. Equipment: Scale mail and a Longsword each (see MM for more information on Orcs).

The small wooden box has crude hinges. There is a brass nameplate on the lid, which reads 'Ferrigo Di Maggio'.

The box contains a leather bound book and a small cloth bag with a ring in it.

The book is entitled 'Dragon Fire' and is written in common. The book tells of Ferrigo Di Maggio's life as an apprentice wizard, working in the city for a wise, friendly mage called Zanzil. Unfortunately, Zanzil was betrayed and murdered by the powerful Warlock who lives in Firetop Mountain.

The apprentice's only success in life was to create a magical ring of (minor) fire resistance (see DMG chapter 8, Rings for more information) to aid him in killing the Dragon that guards the Warlock of Firetop Mountain.

Ferrigo Di Maggio ventured to this Mountain, but met an untimely death at the hands of the Orcs. All that remains of his quest is this box and its contents. The Orcs do not speak or read the common language or the box would be better guarded.

7. Grishak's Chambers (EL 4)

Ask the characters to make a skill (Listen) check (DC5) when they reach the door. If they are successful they can hear a whip cracking, some shouting and some one whimpering. If the characters speak Orc, they can translate the shouting to: "where is the key you idiot!"

This room belongs to Grishak, the Orc chieftain of the Mountain. Grishak has spent many years in the employment of the Warlock. He is feared and respected throughout the Orc and Goblin ranks.

If anyone opens the door read them the following:

There is a large, sturdy table and chair positioned in the centre of the room. A huge Orc wearing Chainmail and brandishing a long leather whip in his raised hand, stands in the northwest corner. Cowering under the Orc is a Goblin, much smaller in size. The Goblin whimpers as the Orc continually lashes him with the whip.

Standing against the north wall, near to where the punishment is being delivered, there is a wooden chest.

The poor goblin servant is being punished for losing the key to Grishak's chest. The key has been lost outside the dungeon.

If Grishak or the Goblin notice the characters they attack. They both suffer a -2 penalty to Spot and listen because they're too involved in their own business. This penalty is already reflected in the creature's stats.

Grishak, male Orc Ftr2: CR 2; Size M (5 ft., 10 in. tall); HD 2d10+2; hp 21; Init +0; Spd 20 ft. (Chainmail) base 30ft.; AC 18 (+2 Dex, Chainmail +1); Attack +8



melee (Whip 1D2 +4) or +7 melee (Longsword 1D8 +4); SV Fort +4, Ref +2, Will +0; AL CE; Str 18, Dex 15, Con 12, Int 10, Wis 10, Cha 7. Languages Spoken: Orc. Skills and feats: Hide +2, Listen +2, Move silently +1, Spot +1; Dodge, Weapon focus (Whip), Weapon focus (Longsword). Equipment: Chainmail +1, Longsword and Masterwork Whip (see MM for more information on Orcs).

Goblin, small humanoid (1): CR ¼; Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, Studded leather); Attack +1 melee (Shortsword 1D6 -1); SV Fort +2, Ref +1, Will +0; AL NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +1, Move silently +4 and Spot +1; Alertness. Equipment: Studded leather and a Shortsword (see MM for more information on Goblins).

Trap: There is a poison dart trap on the lock of the chest. Anyone who tampers with the lock (without the proper key) or moves the chest sets off the trap unless they are successful at finding and disabling it.

Poison dart trap: CR 2; +8 ranged (Dart 1D4 + poison); Search DC 22; Disable DC 20.

Medium-sized spider venom Poison: Fortitude save (DC14); Initial 1D4 Str; Secondary 1D6 Str. (see DMG chapter 3, table 3-16 Poisons for more information)

Inside the chest is: a Potion of Invisibility (labelled in common), 25 gold pieces and a non-magical black silk glove (value 5 gp)

8. The Kitchen (EL 2)

Ask the characters to make a skill (Listen) check (DC10). If they are successful, read the following:

You can hear the sounds of an argument coming from the other side of the door.

Any character who speaks Orcish will understand that several Orcs are arguing over who is going to chew the meat from the rat bones after their meal.

If anyone opens the door, read them the following:

This room has a large table with eight chairs positioned around it in the centre of the room. There is a stove and some barrels on the south wall.

5 Orcs are sitting around the table. They are all pointing and arguing over the pot in the middle.

The Orcs suffer a -2 penalty to Spot and Listen checks due to their argument. This penalty is already reflected in the creatures' stats.

If the Orcs notice the characters, they will attack.

Orcs, medium humanoid (5): CR ½ (each); Size M (6 ft., 1 in. tall); HD 1D8; hp 7, 6, 8, 5 and 6; Init +0; Spd 20 ft. (Scale mail) base 30 ft.; AC 14 (Scale mail); Attack +4 melee (Longsword 1D8 +4) or +4 melee (Shortsword 1D6 +4); SV Fort +2, Ref +0, Will -1; AL CE; Str 17, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Languages Spoken: Orc. Skills and feats: Listen +0 and Spot +0; Alertness. Equipment: three of the Orcs have Scale mail and a Longsword, the other two have Scale mail and a Shortsword. (see MM for more information on Orcs).

If any character searches the room and makes a successful skill (Search) check (DC10) they find a thin leather case about 3 feet long under the serving hatch.

Inside the case are a magnificent Shortbow and a single white arrow. The inscription on the case reads 'the giver of sleep to those who never can...'

The Shortbow is a magical Undead Bane +1/ +3 (+2d6) vs. Undead (see DMG Chapter 8, Magic Weapon Special Abilities Descriptions for more information).

The arrow is an arrow of Undead slaying (see DMG chapter 8, Specific Weapons for more information)

Award the party 2 Luck points for finding the magical bow and arrow.

9. The Prison Cell (EL 1/5)

Ask the characters to make a skill (Listen) check (DC5). If they are successful, read them the following:

You hear someone inside the room shouting for help!

The door is locked.

The DM should note that attempting to force or break open doors is noisy, and could attract the attention of nearby monsters. If the two Goblins (in encounter 11) make a successful skill (Listen) check (DC12), they will hear the door being forced and come out to investigate.

If anyone opens the door, read them the following:

As the door opens, a nauseating stench hits your nostrils. Inside the room is filthy. The floor is covered with bones, rotting vegetation and slime. A man dressed in rags with a long beard and wild grey hair rushes towards you screaming. In his hand he has a broken chair leg.

This is a prison cell. The man inside is Aaron D'gar, an adventurer who wandered into the Mountain many years ago in search of the Warlock's treasure.

Aaron was captured by an up and coming Orc by the name of Grishak and was thrown into this cell. Aaron has been here so long now that the Orcs and Goblins look upon him more as a pet than a prisoner.

The years have passed very slowly for Aaron. He is more than fed up with his captured life and has decided that today is the day he will make his bid for freedom. As the door opens Aaron, driven over the edge by his years of mistreatment and neglect, attacks thinking his Orc tormentors have returned.

Quick thinking characters should be able to deal with Aaron without killing him. If a character tries to calm Aaron, ask him to make an ability (Charisma) check (DC15). If he is successful, Aaron will stop in his tracks, drop to his knees and weep. He spends the next few minutes thanking the party for rescuing him. Aaron tells his tale to the characters then bids them farewell. The only advice he can give to the Characters is this: At the end of the corridor are two levers. To open the portcullis, pull the right hand lever. The other lever is trapped.

Aaron D'gar, medium human (Ftr1): CR ¼; Size M (5 ft., 8 in. tall); HD 1D10 -3; hp 1; Init -1; Spd 30 ft.; AC 9 (-1 Dex); Attack -2 melee (Chair leg 1D4 -3); SV Fort -1, Ref -1, Will +0; AL LN; Str 5, Dex 8, Con 4, Int 11, Wis 10, Cha 10. Languages Spoken: Common. Equipment: rags and a chain leg

Award the party 2 Luck points if they discover which lever to pull.

Aaron's prison cell contains nothing useful.



10. Weapons Store (EL 0)

The door is locked.

The DM should note that attempting to force or break open doors is noisy, and could attract the attention of nearby monsters. If the two Goblins (in encounter 11) make a successful skill (Listen) check (DC9), they will hear the door being forced and come out to investigate.

If the characters open the door, read them the following:

A torch lights this room. Weapons and armour of various types stand on racks or hang from hooks on the walls. Pots full of javelins and arrows stand against the north wall.

Hanging at the far end of this room is a circular shield with a golden crescent moon in its centre.

A quick inspection, skill (Appraise) check (DC10), determines that these weapons are not masterwork, but they are in good working order.

The shield hanging on the back wall is a small Steel Shield +1 and used to belong to one Aaron D'gar.

Weapons:

Longswords	5
Shortswords	5
Broadsword	1
Greatsword	1
Handaxes	5
Shortbows	5
Javelins	10
Arrows	200

Armour:

Leather Armour (Medium)	2
Studded Leather (Medium)	1
Small Steel Shield	1
Chain Shirt (Medium)	1

11. Torture Chamber (EL 1)

Ask the characters to make a skill (Listen) check (DC5). If they are successful, read them the following:

From behind this door you can hear tortured screaming.

If the characters open the door, read them the following:

This room appears to be some kind of torture chamber with various implements and devices hanging from the walls. In the centre of the room, two Goblins are having their fiendish way with a Dwarf, who is tied to a hook in the ceiling by his wrists. The Goblins are cutting and stabbing viciously at the Dwarf who lets out one final scream, then falls silent. His head slumped on his chest.

This is the Goblin's torture chamber. Two Goblins are trying to get information out of a Dwarf who was found wandering around in a deeper part of the dungeon. The Dwarf dies during the interrogation and cannot be revived by any means.

If the Goblins spot any intruders, they will attack.

Goblin, small humanoid (2): CR ¼ (each) Size S (3 ft., 6 in. tall); HD 1D8; hp 4; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +1 Size, Studded leather); Attack +1 melee (Dagger 1D4 -1); SV Fort +2, Ref +1, Will +0; AL

NE; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8. Languages Spoken: Goblin. Skills and feats: Hide +6, Listen +3, Move silently +4 and Spot +3; Alertness. Equipment: Studded leather and a Dagger (see MM for more information on Goblins).

If the characters search the Goblins, they find a piece of sweet smelling cheese. The cheese has significance to encounter 18 (Dire rats).

12. Portcullis (EL1)

A huge iron portcullis blocks the corridor. On the west wall there are two levers.

Trap: The left hand lever is in fact a sword blade covered in black wax to make it look like a lever, the blade is very sharp, pulling the disguised blade will cause a nasty cut. If a character is damaged by the fake lever trap, he suffers a -2 penalty to any actions that with that hand until the wound is healed.

Fake lever trap: CR 1; no attack roll (1D4 damage); Search DC 15; Disable DC 15.

Pulling the right hand lever operates the portcullis.

13. Ogres Cave (EL 2)

An Ogre lives in this cave. If the Ogre makes a successful skill (Listen) check (DC10) it will hear the players approaching (unless they are moving silently in which case an opposed skill check is required) and prepare to attack them. If it is unsuccessful, the characters will encounter it sitting on the floor of its cave eating a dead animal.

If the Ogre makes a successful skill (Spot) check (DC10) it will see the characters and attack.

Ogre, large giant: CR 2; Size L (9 ft., 6 in. tall); HD 4D8 +8; hp 22; Init -1 (-1 Dex); Spd 30 ft.; AC 16 (-1 Dex, -1 Size, +5 natural, hide armour); Attack +8 melee (huge great club 2d6 +7); Face/Reach: 5ft. by 5ft./ 10ft. SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Languages Spoken: Giant. Skills and feats: climb +4, Listen +3, and Spot +2; Weapon focus (great club). Equipment: Hide armour, great club and a chain with a key on around its neck (see MM for more information on Ogres).

The Ogre's cave has nothing in it of value, but the Ogre has a bronze key with the number 9 stamped on it on a chain around its neck. This key is not one that opens the Warlock's chest nor does it have any other use during the adventure.

Award the party 2 Luck points for finding the key

14. Smaller, smaller

This passageway is much narrower than the others. After 20 feet the corridor starts to get smaller and the human characters have to stoop if they wish to continue.

Trap: A magic mouth spell will be triggered if anyone passes within 15 feet of the rock on which the spell was cast. It has no other effect.

Magic mouth: CR 0; no attack roll (no damage); Search (DC27); Disable (DC27).

If the trap is not detected, read the following text:

The corridor has become so low that in order for you to continue, you have to walk stooped. As you do so, you hear a deep resonating laugh.

Within another 20 feet, the corridor becomes too low for anyone to pass and ends 20 feet later.

15. Drop in on a Troll? (EL 6)

Ahead of you, the passage turns north but you can see that it comes to a dead end. The north wall has some strange markings on it.

Trap: The area 5' wide by 10' long at the end of the corridor is a covered pit trap.

Pit trap (20 ft. deep): CR 1; no attack roll (2D6); Reflex save (DC20) to avoid; Search (DC 20); Disable device (DC20).

The markings on the wall are illegible and insignificant. They are just a lure to the pit.

If the characters either fall through or lower themselves down the pit, read the following:

The Pit is in fact a natural cavern. Looking around, you can see a rough corridor leading north and an alcove to the south.

While you are gathering your bearings, a moving shadow in the alcove catches your attention.

The alcove is the home of a Cavetroll. He has heard the commotion outside his home and attacks the intruders on sight.

Titan Cavetroll, medium humanoid: CR 1; Size M (6 ft. 1 in. tall); HD 3D8 +6; hp 20; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Attack +5 melee (2 claws 1D4 +3) and +0 melee (bite 1D4 +1); Face/Reach: 5ft. by 5ft./ 5ft.; SV Fort +5, Ref +2, Will +1; AL CE; Str 17, Dex 12, Con 15, Int 6, Wis 11, Cha 6. Languages Spoken: Troll. Skills and feats: Climb +5, Listen +0, Jump +6 and Spot +0; Power attack; Equipment: none (see **Appendix 1 - New Monsters** for more information on Titan Trolls)

16. The Dire Rats (EL 1)

If a character listens at the door and makes a successful skill (Listen) check (DC12), they can hear scratching coming from behind the door.

If any character opens the door, read the following:

Three, four foot large rats sit in the room gnawing at old bones that litter the floor. The Rats sit up and look at you as you open the door. Judging by the Rats tatty coats, they look like fighters.

If the characters throw any sweet smelling cheese (from the torture room) into this room, the Rats rush after the cheese and start to fight over it. The characters can then quickly pass through this area without a fight if they wish.

If not, the Dire Rats attack as soon as the characters enter the room.

Dire Rat, small animal (3): CR 1/3 (each); Size S (2 ft., 6 in. long); HD 1D8 +1; hp 4, 8, 6; Init +3 (+3 Dex); Spd 40 ft., climb 20ft.; AC 15 (+13 Dex, +1 Size, +1 natural); Attack +4 melee (bite 1D4); Face/reach: 5ft. by 5ft./ 5ft.; SA disease; SQ Scent; SV Fort +3, Ref +5, Will +3; AL NE; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4. Languages Spoken: none; Skills and feats: Move

silently +6; Weapon finesse (bite) (see MM for more information on dire rats)

17. Giants Lair (EL 7)

Any character who makes a skill (Listen) check (DC12) can hear crunching noises coming from the cavern ahead.

The passage continues to widen, you realise that it is opening into a large natural cavern.

If the characters enter the cave read them the following:

As you enter the cavern you can make out a very large figure sitting at a huge table. The man shaped figure is about 11 feet tall and appears to be very absorbed in the meal he is eating.

Apart from the huge table with two chairs (where the giant is sitting), along one of the cave walls there is also a straw mattress and a huge animal pelt that the giant must be using for a blanket. Standing next to this makeshift bed is a huge stone club. At the opposite end of the cavern, a fire burns underneath a hole in the ceiling. There appears to be no other way out of the cave.

If the characters decide to enter this room without being noticed, they must make opposed skill (Listen/Move silently) checks with the giant.

If the giant hears them, he attacks by first throwing a whole pig at them (+5 ranged 1D6+6 damage) then with it's nearby club.

Roark, Cave Giant: CR 5; Size L (11 ft., 1 in. tall); HD 8D8 +16; hp 42; Init -1 (-1 Dex); Spd 40 ft.; AC 16 (-1 Dex, -1 Size +8 natural); Attack +13/+8 melee (Huge Greatclub 2D6 +9) or +12/+7 melee (slam 1D6 +6) or +5/+0 ranged (thrown rock 1D10 +6); Face/ reach: 5ft. by 5ft. / 10ft.; SQ light sensitivity; SV Fort +8, Ref +1, Will +2; AL CE; Str 22, Dex 9, Con 14, Int 6, Wis 11, Cha 7; Languages Spoken: Giant; Skills and feats: Climb +8, hide -1, Listen +2 and Spot +2; Cleve, Power attack and weapon focus (Greatclub); Equipment: Huge Greatclub

If the characters either kill the Giant or creep around without being noticed, they find a pouch containing 80gp and a gold (non-magical) ring worth 300gp in the mattress.

18. An Underground River (EL 3)

The passage runs northwards. Ahead you can hear the splashing of an underground river. The air has become cool and fresh. The passage opens onto a wide riverbank. The fast flowing river runs east.

This cavern is the home of a Giant Sandworm. The creature lurks under the sand and will attack at the most opportune moment.

Giant Sandworm, Large Beast: CR 3; Size L (15 ft., 5 ft. tall); HD 5D10 +15; hp 40; Init +1 (+1 Dex); Spd 20 ft. Burrow 20ft.; AC 18 (+1 Dex, -1 Size, +8 natural); Attack +8 melee (Bite 2D6 +5); face/ reach: 5ft. by 15ft. / 10ft.; SA Improved Grab; SQ: Tremor sense and scent; SV Fort +4, Ref +3, Will +2; AL N; Str 20, Dex 13, Con 15, Int 2, Wis 10, Cha 6; Languages Spoken: none; Skills and feats: Hide +0* (see **Appendix 1 - New Monsters** for more information)





The characters may only attempt to swim down river or across it. It is impossible to swim up river. If the characters make a successful skill (Swim) check (DC15) they may land on the beach at either area 33 or area 34. If the players fail their Swim check, they will wash up on the beach at area 34 before they drown.

If swimming characters decide not to land at area 34 and swim on, they are washed further into the Mountain where the tunnel gets lower and lower until there is no space for air, at this point the characters will drown.

19. Gas Chamber (EL 10)

The door to this room is open. If the characters look inside, read them the following:

This room has bare rocky walls. On the far wall hangs a golden key. There appears to be no other exit from the room.

Trap: The whole floor area is a pressure plate. As soon as it is stood on, the door slams shut and poison gas begins to fill the room. The door is not locked and opens outwards. If the characters run out of the room immediately they must make a (Fort) saving throw (DC18) to avoid the gas effects. If they stay in the room they must make a save every round until they fail.

Poison gas trap: CR 10; no attack roll (Poison); Search (DC21); Disable (DC25).

Burnt othur fumes Poison: Inhaled; Fortitude save (DC18); Initial -1 Con (permanent), Secondary 3D6 Con (see DMG Chapter 3, Table 3-16: Poisons).

The golden key has the number 125 on it. This is not one of the keys used to open the Warlock's treasure chest, nor does it have any use in this adventure.

Award the party 2 Luck points for getting the key.

20. Want a hand? (EL 2)

If any character opens the door, read them the following:

The floor to this room is highly decorated. A closer inspection shows a repeating pattern of stars and hands spanning the entire floor area. Both designs are large enough to stand on. At the north end of the room there is a door.

Trap: If anyone steps on the hand shaped floor tiles, the 14 hands animate and attack the person who set off the trap.

The characters must make two skill (Balance) checks (DC8) to make it across the room without touching a hand. The trap resets in 24 hours.

The characters may not decide to avoid either the hands or the stars. If the characters stride boldly over the patterned floor they must make two ability (Luck) checks (DC10) to avoid stepping on a hand and setting off the trap.

Magic 'animated hand' trap: CR 2; Search (DC20), Disable device (DC22).

Tiny animated objects (Hands), Tiny construct (14): CR ½ each; Size T (1 ft. long); HD ½ D10; hp 2 each; Init +2 (+2 Dex); Spd 40 ft.; AC 14 (+2 Dex, +2Size); Attack +1 melee (Slam 1D3-1); face/ reach: 2 ½ ft. by 2 ½ ft. / 2 ½ ft.; SV Fort +0, Ref +2, Will -5; AL N; Str 8, Dex 14, Con --, Int --, Wis 1, Cha 1; Languages Spoken:

none; Skills and feats: none Equipment: none (see MM for more information on animated objects, tiny)

21. The Gambling Man

If anyone opens the door, read them the following:

The door opens to reveal a well-furnished room. The walls are lined with huge shelves full of books. In front of you is large oak table at which is seated an old man with a grey goatee beard. Squatting on the old mans shoulder is a small winged beast. This creature is about 6 inches high and looks like a small devil.

The old man says nothing, but beckons you to sit down.

This room is illuminated by a lantern hanging from the ceiling.

Inhabitants of the Mountain know the old man as the Librarian. His pet, which goes everywhere with him, is a Winged Gremlin (see Appendix 1- New Monsters).

The librarian is not interested in combating the characters, just winning some money from them.

If one of the characters sits down, read the following:

As you approach the seat, the creature on the old man's shoulder begins to chatter excitedly. Once you are seated, the old man speaks.

"Are you a game for a wager"? He asks, placing some gold coins on the table next to him and two bone dice between you.



"The rules are simple", He explains. "You bet gold, that your dice roll will be higher than mine. If you win you keep the money, if I win, I keep the money. Understand?"

The game is that simple. The character may wager up to 5 gold coins that their dice roll will be higher than the librarians. In the event of a tie, the money is kept in the middle and the next bet added to it. Only one character can play at a time and may stop at any time.

The librarian is always courteous and polite, but will reveal nothing of his past, or the Mountain's secrets.

If the characters are in any way hostile or threatening to the librarian, he orders the Winged Gremlin to attack. While the characters are engaged in combat, the librarian attempts to escape through a secret door hidden within the books. The secret door leads to a single room 5ft. by 5ft. which Maracc uses for hiding in. There is nothing in this secret room.

Maracc (the librarian), male human Rog4: CR 4; Size M (5 ft., 6 in. tall); HD 4d6+4; hp 18; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +4 melee (Dagger 1D4+1); SV Fort +2, Ref +8, Will +3; AL LE; Str 12, Dex 19, Con 13, Int 15, Wis 14, Cha 13. Languages Spoken: Abyssal, Common, Orc. Skills and feats: Balance +7, Bluff +7, Hide +7, Listen +7, Move silently +7, Open lock +7, Sense motive +7, and Spot +2; Ambidexterity, Dodge, Skill focus (hide). Equipment: money pouch with 25gp.

To find the extremely well hidden secret door the characters need to make a skill (Search) check (DC50).

The books in the library are all very old and dusty. Most are written in languages long forgotten.

If a character makes a successful skill (Appraise) check (DC20), she will determine that only four of the books will fetch between 10-100 (1D10x10) gold pieces each (sold to the right collector of course) and weigh 1lb each. The rest of the books in the library are worthless.

22. Rest here...

In front of you is a bench made of solid wood. A sign above the bench reads 'Rest here ye weary traveller'.



The bench is enchanted. Anyone who sits on the bench has a Cure Light Wounds (1D8 +1 points) spell bestowed upon him or her. The bench's power will only work three times per day.

A healing spell is not cast if someone sits on the bench who does not require healing.

23. Spider Lair (EL 1)

The corridor opens out into a large natural cavern.

This cavern is the home of a Spider. The Spider lives amongst the stalactites in the ceiling and hides until an opportunity arises to attack.

If the characters enter the cave, read them the following:

The cavern is beautifully decorated with multi coloured stalagmites and stalactites. Water drips from above to form small pools on the ground.

Anyone who makes a successful skill (Search) check (DC10) will find a brand new pair of boots on the floor at the rear of the cavern. Read the characters the following:

The boots are magnificent in design; black leather with finely embroidered animals on the sides.

The boots are cursed and are called Boots of Sovereign Sole (see **Appendix 2 - New Magic**). Once both boots are on the feet and laced up, they stick to the floor like Sovereign Glue (See DMG chapter 8). The wearer is unable to walk in the boots at all until both of the boots are untied, and the feet removed.

The Spider will hide until a character puts the boots on, and will then attack that person while they are unable to move (the character loses his Dex bonus to armour class while wearing the boots). If none of the characters tries the boots on the Spider will attack them from behind as they leave.

Monstrous Spider, Medium-sized: CR 1; Size M (5 ft. dia, 6 in. tall); HD 2D8 +2; hp 11; Init +3 (+3 Dex); Spd 30 ft., climb 20ft. (40ft., 30ft. climb in web); AC 14 (+3 Dex, +1 natural); Attack +4 melee (bite 1D6 and poison); Poison: Fort save (DC14) initial and secondary 1D4 Str; Face/Reach: 5ft. by 5ft./ 5ft. SA; Poison, web; SQ; vermin; SV Fort +4, Ref +3, Will +0; AL N; Str 11, Dex 17, Con 12, Int --, Wis 10, Cha 2. Languages Spoken: none. Skills and feats: climb +12, Hide +10, jump +0 and Spot +7; Weapon finesse (bite). Equipment: none (see MM Appendix 2- Vermin, for more information on Monstrous Spider, medium sized)

24. The Shop (EL5)

Ask the characters to make a skill (Listen) check (DC5). If they are successful, they hear humming coming from the other side of the door.

If the characters open the door, read the following:

This room is furnished with a table and chair, shelves and a cupboard; all have seen better days. Plates, bowls and hundreds of old books line the shelves. In the middle of this clutter, there sits a little old man in a grubby white gown swaying too and fro in his rocking chair. The old man is humming happily to himself. His eyes are fixed on you as you open the door, although he appears peaceful enough.

"Good day to you", he says in a cheery voice.





The old man is:

Arnor, male human Sor6: CR 6; Size M (6 ft., 0 in. tall); HD 5d4+10; hp 25; Init +0; Speed 30 ft.; AC 10; Attack +2 melee (Quarter staff 1D6-1); SV Fort +4, Ref +2, Will +4; AL NE; Str 9, Dex 11, Con 14, Int 10, Wis 9, Cha 14. Languages Spoken: Common Skills and feats: Balance +0, Bluff +4, Concentration +9, Hide +0, Listen +1, Move silently +0, Open lock +0, Spellcraft +8, Spot +1; Craft magic arms and armour, Craft wondrous item, Spell focus (enchantment), Spell penetration.

Sorcerer Spells per day (6/7/6/3): 0th - Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Mending, Read Magic1st - Mage Armour, Magic Missile, Shield, Sleep. 2nd - Daylight, Melf's Acid Arrow. 3rd -- Slow.

Arnor has run this shop for years, but does not get to see or speak to many customers (at least not friendly ones anyway). Being an accomplished sorcerer, Arnor has the means to defend himself against attacks (he will remind any characters who are aggressive towards him, that he has survived alone in his shop in the middle of this dungeon for many years). He often relies on his spells, but if the going is tough, he has his ring of spell storing. The ring only has two spell slots in it and both are filled with wall of force spells.

As the characters attempt to speak to him, he interrupts them with the following:

"Oh my! Strangers", he starts. "Well, do come in, my shop is open. What can I get you? What would you like to buy? Do you see anything that you fancy? Which way are you heading? Would it be south? Would it be west? If its north, then you will be needing some of my candles. That's 20gp please. Expensive? Yes I know, but you know what happened to the price of candle wax ever since the long dark night, Oh, you probably won't know of that because I don't think you are from these parts, never mind. You might need them sooner than you think..."

The candles are Arnor's Blue Candles (see **Appendix 2 - New Magic**).

The Sorcerer twitters on until the characters leave, buy his candles or attack him. If they attack him, he puts up his wall of force and tries to escape out of the door.

Arnor will not give any details of the rest of the dungeon unless someone buys at least 20gp of equipment from him. He will then reveal his (limited) knowledge of the dungeon warning the party about the creatures in areas 25 and 26. He knows little about the rest of the dungeon just that it is filled with dangerous creatures.

Arnor has 20 magic candles for sale as well as 100ft. of rope, 15 torches, 200 pitons, 4 backpacks, 2 blankets, 5 bed rolls, a 10ft ladder, 5 bulls eye lanterns, a small mirror, 4 belt pouches, 25 sacks, 10 cakes of soap and 5 whetstones. All prices are three times that stated in the PHB (see PHB Chapter 7, goods and services)

25. Darkness... (EL 3)

A Wailing Spirit haunts this room.

If the characters enter this room with a light source, the Wailing Spirit, at the most opportune moment, casts a Darkness spell in the centre of the room and

attacks. If the characters do not have a light source, the Wailing Spirit attacks the first one to enter the room.

Wailing Spirit: hp 20 (see **Appendix 1 - New Monsters**)

If the characters have visited Arnor, they may have purchased one of his Blue Candles...

If a Blue Candle is lit, the Wailing Spirit will return to haunt this room 2 hours after the candle is removed from the room.

26. Fountain of Life (EL 0)

Ask the characters to make a skill (Listen) check (DC10). If they are successful they can hear quiet, splashing water on the other side of this door.

If the door is opened, read the following:

This room is bare except for a fountain in the middle. Not a particularly grand affair; the fountain is a small-carved fish and a short jet of water comes from its mouth. A wooden sign hangs from the fish but the message on it is not in the common tongue.

The sign is written in Goblin. It reads 'do not drink'.

Anyone not of an evil alignment who drinks from the fountain has 3D6 hit points cured and any Luck that has been lost is restored. The fountains powers will only work twice per day.

A Goblin once drank from this fountain and fell extremely ill. Obviously the good of the waters does not cure anyone of evil heart. Any creature of an evil alignment that drinks from the fountain will take 3d6 hit points damage and loose half of their current Luck points.

The Goblin wrote the message to warn other of his kind in the area.

27. Pick a Helmet... any Helmet (EL 3)

This room is unoccupied. In the centre of the room stands a table. On the table are two helmets; one of iron and the other made of bronze.

There appears to be no other exit from this room.

The two Helmets are magical. The Iron Helmet gives the wearer a +2 enhancement bonus to his strength score while he is wearing it.

The Bronze Helmet is cursed. The wearer cannot remove the Helmet without a Remove Curse spell. The wearer of the cursed Bronze Helmet suffers a -2 penalty to Str as long as he wears it.

28. Cavemen (EL 2)

As the characters approach the cave they can see a flickering light coming from inside the cave casting shadows on the walls. The cave belongs to two Neanderthals. The Neanderthals are asleep. If they hear the characters approaching (-6 to their Listen checks due to being asleep) they will attack. The light is coming from their campfire.

If the characters approach the cave without waking the Neanderthals, read them the following:

The stone passage that you have been following widens and opens into a natural cavern. In the centre of the cavern is a small campfire. Crude stone weapons lie on the floor. Two cavemen lie sleeping on the rough stone floor.



Neanderthal, medium humanoid (2): CR ½ (each); Size M (5 ft., 11 in. tall); HD 2D8 +4; hp 16 and 14; Init +0; Spd 20 ft. (Hide armour) 30ft. base; AC 14 (+1 natural and hide armour); Attack +2 melee (club 1D6 +1); SV Fort +5, Ref +0, Will +0; AL CN; Str 13, Dex 10, Con 15, Int 6, Wis 11, Cha 8. Languages Spoken: none. Skills and feats: Climb +4 and jump +3; Power attack. Equipment: both have hide armour and a club.

29. Giant Bats (EL 1)

If the characters enter the cavern, read them the following:

You can hear a powerful surge of fast-flowing water. Eventually, you reach the south bank of an underground river. The fast flowing river runs east.

Any character that makes a skill (Listen) check (DC20) can hear the flapping of wings. The flapping wings belong to two Giant Bats, which are approaching from down the river to attack the characters. If no one hears the Bats, the creatures will gain a partial action due to surprising the characters.

Giant Bat, small animal (2): CR ½ each; Size S (2 ft., 1 in. long); HD 1D8; hp 5, 4; Init +2 (+2 Dex); Spd fly 30 ft. (good); AC 15 (+2 Dex, +1 Size, +2 natural); Attack +2 melee (Bite 1D4 -2); face/ reach: 5ft. by 5ft. / 5ft.; SQ Blind sight; SV Fort +1, Ref +2, Will -2; AL N; Str 6, Dex 15, Con 10, Int 2, Wis 6, Cha 5; Languages Spoken: none; Skills and feats: Listen +9 and Move silently +4; Weapon finesse (Bite)(see **Appendix 1 - New Monsters**)

If any character makes a skill (Spot) check (DC20) they spot a gleaming sword lying on the riverbed, several steps in. The sword is a magical Shortsword +1

The characters may only attempt to swim down river or across it. It is impossible to swim up river. If the characters make a successful skill (Swim) check (DC15) they may land on the beach at area 34. If any fail their Swim check, they will wash up on the beach at area 34 before they drown.

If swimming characters decide not to land at area 34 and swim on, they are washed further into the Mountain where the tunnel roof drops down to meet the river leaving no air space, at this point the characters will drown.

30. I see a Gemstone (EL 3)

The walls of this room are magnificent. They are covered in ornate stonework from floor to ceiling. Mosaics and stone inlays give this room a beauty rarely seen in dungeons. In the northwest corner of the room is a large statue of a one eyed creature. In its single eye socket there is a large sparkling jewel.

The statue is in fact an Iron Cyclops.

If anyone touches the statue or attempts to prise the loose it comes to life and attacks.

Iron Cyclops, medium construct: CR 4; Size M (7 ft., 2 in. tall); HD 4D10; hp 30; Init -1 (-1 Dex); Spd 20 ft. cannot run; AC 20 (-1 Dex, +11 natural); Attack +10 melee (2 slams 1D8 +5); face/ reach: 5ft. by 5ft. / 5ft.; SQ Construct, damage reduction 5/ +1; SV Fort +3, Ref +2, Will +3; AL NE; Str 21, Dex 9, Con --, Int --, Wis 11, Cha --; Languages Spoken: None; Skills and feats:

none. Equipment: none (see **Appendix 1 - New Monsters**)

If the characters defeat the monster they can easily remove the gemstone (Blackstar sapphire, 1000gp).

If any character searches the Iron Cyclops and makes a successful skill (Search) check (DC18), they find a secret compartment behind its Breastplate Armour. Inside the compartment is a bronze key with the number 111 stamped on it. This is one of the keys to open the Warlock's treasure chest

Award the party 2 Luck points for finding the key.

DM's note that the Gem found in this encounter can be used to defeat the Warlock in encounter 48 and has significance to encounter 32 (The Gallery).

31. The Nomad (EL 2)

As the first character steps into the room, they hear a very loud battle cry from behind the door. The Nomad, who has wandered into this dungeon, has heard the adventurers and attacks.

Sarisar, male human Ftr2: CR 2; Size M (5 ft., 7 in. tall); HD 2d10+6; hp 18; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, Hide armour); Attack +6 melee (Greataxe 1D12 +3); SV Fort +6, Ref +2, Will +0; AL CN; Str 16, Dex 15, Con 16, Int 12, Wis 10, Cha 11. Languages Spoken: Common, Giant. Skills and feats: Hide +2, Jump +5, Listen +0, Move silently +2, Swim +7; Alertness, Dodge, Power attack, Weapon focus (Greataxe). Equipment: Greataxe, Hide armour

Lying in a box in the corner of the room is a mallet and 5 wooden stakes.

32. The Gallery (EL 1)

If anyone opens the door, read them the following:

This room is finely decorated. The marble floor has been polished to a fine sheen. On each of the four white walls there hangs a painting.

Each of the paintings is a portrait with a nameplate underneath it. If the characters decide to take a closer look at the paintings, read them the following:

The portraits are of wizards. The west wall painting bears the nameplate 'Zagor' and you realise that you are staring at picture of the Warlock whose treasure you are seeking. The Warlock has been depicted looking very powerful indeed. His robes look magnificent; as does the ornately carved chair he is sitting in. The Warlock is holding a small gem in between his finger and thumb on his right hand.

Trap: The first person to look at the painting of Zagor is subject to a Cause Fear spell.

Painting trap: CR0; no attack; Cause Fear spell (Will) save (DC15) to negate; Search (DC26), Disable (DC26)

Anyone who looks at the painting of Zagor and over comes the Cause Fear spell, gets the feeling that the eyes are following him or her around the room. If the characters have encountered the Iron Cyclops (in encounter 21) they notice that it's eye gem bears an uncanny resemblance to the one in the painting of Zagor.

If a character holds the eye of the Cyclops (the gem) in front of the picture, ask the characters to make a skill (Spot) check (DC5). If they are successful, they



notice that the expression on the Warlock's face changes to one of fear.

The other wizards in the paintings are: Calmar The Grand, Juradain The Wizard and Suzanian The Witch. None of the paintings are of any value.

Award the party 4 Luck points if they reveal the clue to killing the Warlock.

33. Sticks and Rope... (EL 4)

If anyone opens the door, read them the following:

This room has a rough stonework floor making walking across it somewhat awkward. In the southwest corner there is a pile of rubble, mainly stones and dust, although an odd shaped piece of wood and a length of rope are also visible.

The odd shaped piece of wood is just that. An odd 'Y' shaped stick.

The Rope looks like an ordinary length of rope, however it is an animated object. If a character picks up the Rope it will attack.

Medium-sized Animated object (Rope), medium sized construct: CR 2; Size M (8 ft. long); HD 2D10; hp 19; Init +3 (+3 Dex); Spd 30 ft.; AC 19 (+3 Dex, +4 natural); Attack +3 melee (Slam 1D6 +3); face/ reach: 5 ft. by 5 ft. / 5 ft. coiled; SA Constrict (EX); SQ Construct; SV Fort +0, Ref +3, Will -5; AL N; Str 16, Dex 16, Con --, Int --, Wis 1, Cha --; Languages Spoken: none; Skills and feats: none. Equipment: none (see MM for more information on animated objects)

Constrict (EX): Deals automatic slam damage with a successful Grapple check against creatures of up to one size larger than itself.

34. Pay the Ferryman (EL 2)

If the characters open the door, read them the following:

The passage widens and you find yourselves on the south bank of a fast flowing river. There appears to be four ways to cross the river; to the left, there is a rusted bell that bears a sign reading 'ferry service 2gp please ring'. Moored on the south bank there is a small raft with a long pole resting by it. A very rickety old bridge crosses the river to the right of you, or there is of course swimming.

The Bell

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If the characters ring the bell, read the following:

The bell gives a dull clank. After a few moments a withered old man can be seen on the north bank. He climbs into a boat on his side and rows slowly over to the south bank, moors the boat and limps over to where you are standing. He mumbles "3 gold pieces".

If the characters complain about the cost (it does say 2gp on the sign) the ferryman mumbles something about inflation. If they pay the money, Burgess (the ferryman) will take them across the river. The boat only takes 4 people (3 plus Burgess). If there are more characters Burgess will have to make extra trips at 3gp per trip

If the characters threaten Burgess the ferryman in any way, he starts to grow angry and his shape changes into a hybrid Wererat.

Burgess the Wererat (hybrid), medium sized/ medium shape changer: CR 2; Size M (5 ft., 6 in. tall); HD 1D8 +1; hp 8; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 natural); Attack +0 melee (unarmed strike 1D3 subdual) or +4 melee (bite 1D4); face/ reach: 5ft. by 5ft. / 5ft.; SA Curse of lycanthrope; SQ Rat empathy, scent, damage reduction 15/ silver; SV Fort +5, Ref +5, Will +4; AL LE; Str 10, Dex 17, Con 10, Int 10, Wis 10, Cha 0; Languages Spoken: common; Skills and feats: Climb +14, Listen +8, Move silently +6, search +8 and Spot +8; multiattack, weapon finesse (bite). Equipment: none (see MM Appendix 3- Templates, Lycanthrope for more information on Wererats)

If the characters refuse to pay the money and do not attack Burgess, he gets back into the boat mumbling about wasting his time. He rows back to the north bank and disappears through a door in the rock. He will not be encountered again.

The Raft

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If anyone attempts to punt across using the Raft and large pole, read the following:

Punting the Raft across the river seems quite easy, until you reach the middle of the river. The Raft seems to take on a will all of its own and starts to bob up and down dangerously as if it was trying to tip you out.

The Raft is animated. If all of the characters either fall or jump into the river, the Raft returns to the south bank. If after five rounds anyone has managed to stay on the Raft, it returns to the south bank.

Everyone on the Raft must make a skill (Balance) check (DC15) or fall in the river.

The characters may only attempt to swim down river or across it. It is impossible to swim up river as it is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters who are swimming (due to falling in) decide to swim across the river to the other side, please see the section on swimming. If the characters

fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

The Bridge

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

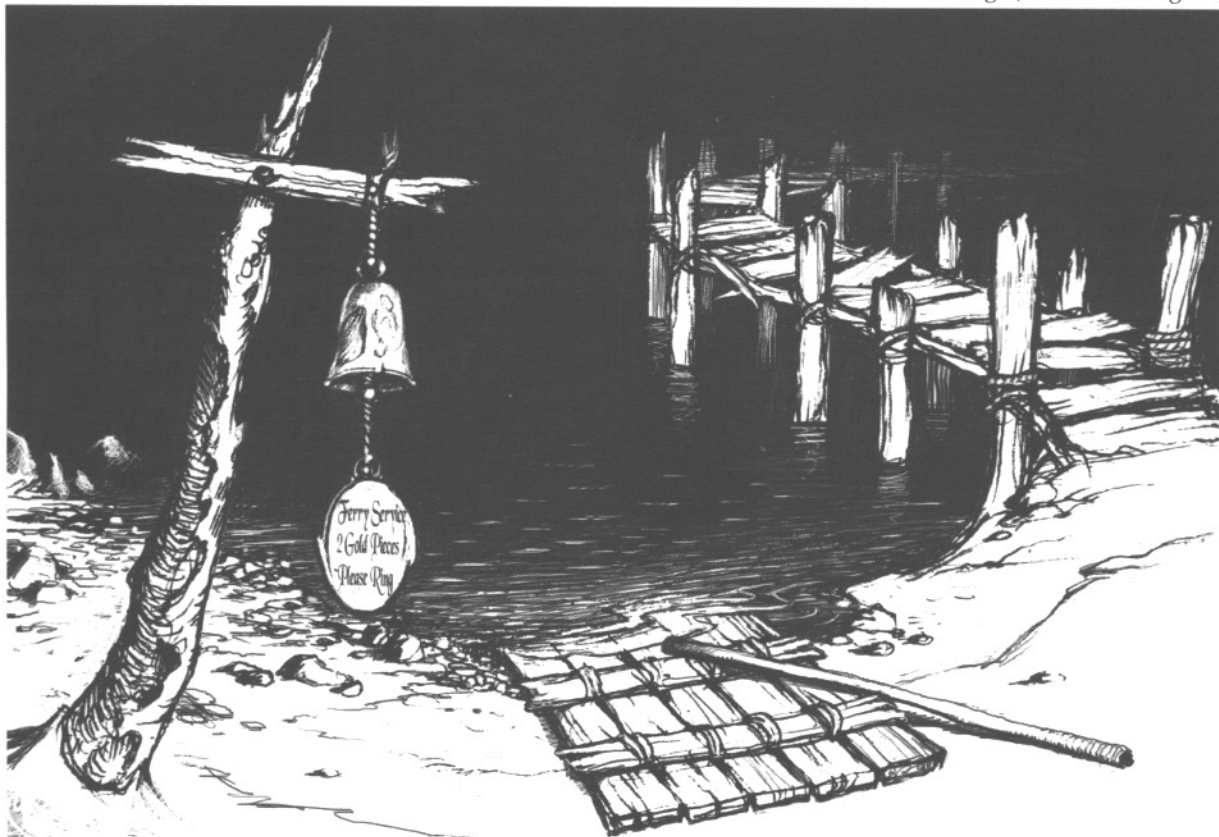
If the players see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

If the characters look at the bridge, read them the following:

The timbers of the bridge are rotting and decayed from years of neglect. Several planks are missing from the mid-section of the bridge.

As each character reaches the middle of the Bridge ask them to make an ability (Luck) check (DC10). If they are unsuccessful, a plank of wood that the character is walking on breaks. The character must make a skill (Balance) check (DC15) or fall into the river.

The characters may only attempt to swim down river or across it. It is impossible to swim up river as it is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters that are swimming (due to falling in)





decide to swim across the river to the other side, please see the section on swimming. If the characters fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

Swimming

While standing on the riverbank, ask the characters to make a skill (Spot) check (DC10). If they are successful, read them the following:

You can see turbulence in the water off to your right. It looks as though a huge shoal of fish is in a feeding frenzy.

If the characters see the Piranha turbulence, ask them to make another skill (Spot) check (DC25). If they are successful they can see a pair of reptilian eyes in the water by the north bank.

The characters may only attempt to swim down river or across it. It is impossible to swim up river, the river is flowing too fast. To swim in the river a character must make a successful skill (Swim) check (DC15). If the characters fail their Swim rolls they are washed further into the Mountain where they drown.

If swimming characters decide to swim further into the Mountain they will drown. This is because the tunnel gets lower and lower until it is completely full of water with no breathing space.

If the characters are successful, read them the following:

The water is fast flowing and icy cold. Swimming the width of the underground river is difficult. You predict you must be halfway across; then you notice turbulence in the water off to your right. Before you, two sinister reptilian eyes break the surface of the water, moving closer.

The eyes belong to a Crocodile that closes in and attacks.

Crocodile, medium-sized animal (aquatic): CR 2; Size M (10 ft., 6 in. long); HD 3D8 +9; hp 25; Init +1 (+1 Dex); Spd swim 30 ft.; AC 15 (+1 Dex, +4 natural); Attack +6 melee (bite 1D8 +6) or +6 melee (tail slap 1D12 +6); face/ reach: 5ft. by 5ft. / 5ft.; SA improved grab; SV Fort +6, Ref +4, Will +2; AL N; Str 19, Dex 12, Con 17, Int 12, Wis 12, Cha 2; Languages Spoken: none; Skills and feats: Hide +7, Listen +5 and Spot +5. Equipment: none (see MM Appendix 1- Animals for more information on Crocodiles)

While the fight ensues, ask the characters to make an ability (Luck) check (DC10). If they are unlucky, the fight attracts the creatures that are causing the turbulence... Piranhas!

Piranhas are not treated like normal monsters. Piranhas are tiny fish that swim in shoals of thousands (Size/ reach 10ft by 10ft/ 5ft.). They are carnivorous creatures with very sharp teeth and have an excellent sense of smell in the water. Piranhas can detect the presence of any creature in the water within 50ft., and when they do they instinctively close in to feed

(speed; swim 30ft). The thousands of tiny creatures take it in turns to attack their prey, biting of chunks of flesh. (Characters being attacked by the Piranhas take 1D6 points of damage every round they spend within the reach of the Piranhas. In order to stop taking the damage the characters caught in the feeding frenzy must either out swim the shoal of Piranha or leave the water). The turbulence caused by the feeding frenzy of the fish reduces the vision of anyone caught in it to 10ft.

35. North Bank (EL 0)

The rock walls on the north side of the riverbank are smooth and glistening with moisture. Moss of many different hues grows on the surface. There is an eerie silence punctuated only by the sound of the splashing river behind.

It appears there are three ways to continue: a large timber door in the north rock face, a Northwest Passage and an eastern passage that follows the river.

If the ferryman has transported the characters here, he takes the boat back to the south side and makes his way out of the Dungeon to spend his gold.

36. One Man and his Dog (EL 5)

If any character opens the door, read them the following:

This small and foul smelling room is sparsely furnished. Indeed, most of the furniture has been made from bits of old boats. A quick glance around reveals a bunch of keys hanging on the west wall. An old man in ragged clothes is slumped on a bench made from half a rowing boat. He's asleep and snoring loudly. Next to him is a vicious-looking brown dog with red eyes and black teeth.

The dog is in fact a Hellhound.

It will be difficult to enter this room with the Hellhound noticing. These creatures can detect the presence of another creature within 30ft. by using their Scent ability. If the Hellhound notices the characters, it will growl at them and nudge its master awake.

The old man's name is Travis, and he is in fact a Werewolf. If he is woken he is brash and unhelpful, bidding the characters a good day and asking them to leave. If the characters are persistent with their questions or ask about the Warlock and his treasure, he grows angry and sets his Hellhound on them. If the characters kill Travis's pet Hellhound or attack him he changes into a Werewolf and attacks.

Hellhound, medium-sized outsider (evil, fire, law-ful): CR 3; Size M (4 ft., 6 in. tall); HD 4D8 +4; hp 22; Init +5 (+1 Dex, improve initiative); Spd 40 ft.; AC 16 (+1 Dex, +5 natural); Attack +5 melee (bite 1D8 +1); Face/Reach: 5ft. by 5ft./ 10ft.; SA breath weapon (cone of fire, 30ft., every 2d4 rounds; damage 1D4 +1, Reflex (DC13) for half); SQ Scent, fire subtype; SV Fort +5, Ref +5, Will +4; AL LE; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6. Languages Spoken: none (they understand infernal). Skills and feats: Hide +11, Listen +5, Move silently +13 and Spot +7; Improved initiative, track. Equipment: none (see MM for more information on Hellhounds).





Travis the Werewolf (hybrid), medium-sized shape changer: CR 3; Size M (6 ft., 6 in. tall); HD 2D8 +4; hp 16; Init +6 (+2 Dex and improved initiative); Spd 50 ft.; AC 16 (+2 Dex, +4 natural); Attack +3 melee (bite 1D6 +1); Face/Reach: 5ft. by 5ft./ 5ft.; SA Trip, curse of lycanthrope; SQ wolf empathy, scent, damage reduction 15/ silver; SV Fort +6, Ref +0, Will +1; AL CE; Str 13, Dex 15, Con 15, Int 10, Wis 10, Cha 10. Languages Spoken: common; Skills and feats: Hide +3, Listen +14, Move silently +4, search +8 and Spot +14; Blind fight, Improved initiative and weapon finesse (bite). Equipment: none (see MM Appendix 3- Templates for more information on Werewolves).

None of the keys on the bunch are numbered, but one of them is clearly marked 'Boathouse' (This key is linked with encounter 37, The Boathouse). Two of the keys are silver and are used to open the Warlock's treasure room (encounter 49). The other keys are a useless collection that belongs to Travis. None of the other keys are used in this adventure.

The west door leads to the Werewolf's larder. Inside is a miscellaneous collection of bones and decaying meats. The smell is nauseating. If the characters make a successful skill (Search) check (DC14) find a jar of picked eggs that can be used as a day's provision.

The south passage leads back to the north bank of the river via secret door in the rock face. To locate the secret door characters must make a successful skill (Search) check (DC20).

37. Zombies (EL 2)

If the characters open the door, read them the following:

Standing motionless in the centre of the room are four men (at least they appear to be men). Their skin is greeny-grey in colour and their cloths are tattered and torn. The four men stare vacantly at the ceiling and ignore you completely.

Around the room are various peasant-style weapons (pitchforks, axe-handles, pointed sticks etc.), one or two shields and several barrels. In the northeast corner is a human corpse with a sword in one hand and a shield in the other. The four 'men' in the centre of the room are zombies.

Trap: If anyone opens the door and steps on the pressure plate (5ft.x5ft. inside the door), a mechanically operated log swings down to strike the victim. The log trap starts to reset immediately taking 1 round to do so.

Pendulum log trap: CR2; +10 melee (2D6 damage +2D6 subdual damage); Reflex save (DC20) for half

damage; Search (DC20) Disable (DC20)

The Zombies will attack the characters if they proceed into the room beyond the swinging log trap or if they are attacked. They are not the most intelligent of creatures and will walk over the trap (setting it off) to get at the characters if they are attacked from outside the room.

Zombies, medium, medium-sized Undead (4): CR ½ each; Size M (5 ft., 10 in. tall); HD 2D12 +3; hp 17, 18, 15 and 17; Init -1 (-1 Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Attack +2 melee (slam 1D6 +1); face/ reach: 5ft. by 5ft. / 5ft.; SQ Undead, partial actions only; SV Fort +0, Ref -1, Will +3; AL N; Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1; Languages Spoken: none; Skills and feats: Toughness. Equipment: none (see MM for more information on Zombies).

The peasant-style weapons are useable, but are non magical and have no value.

The corpse in the corner is of a dead warrior named Harrod. Harrod's skull has been smashed in (he fell victim to the trap). Harrod wears a suit of medium sized Chainmail and has in his possession; a Longsword, a small wooden shield and he wears a silver holy symbol of the Goddess Sindla around his neck.

The sword is a magical Longsword +2.

A skill (Appraise) check (DC15) will determine that the holy symbol is solid silver and worth 4 gold pieces.

Harrod also has a belt pouch with 8 gold coins in.

38. The Crypt (EL 4)

If the characters open the door, read them the following:

The door opens and you find yourselves looking into a dark Crypt of some kind. At the far end of the room there is an altar, to your right (the east) are some coffins. There is a door in the west wall.



If the characters decide to stay in this room and investigate it further, read them the following:

The silence in this room is deathly. The altar is ornately carved and studded with jewels. Beautiful woven drapes hang from the walls, although they are threadbare in some places. Three coffins are positioned against the east wall. The two outer coffins are smaller than the central one.

The central coffin is home to a Vampire Spawn. If slain the Vampire Spawn will return here to regenerate.

If the characters decide to investigate the coffins, they will see that the lid of the central one opening as they approach. The Vampire Spawn inside will attack the characters mercilessly.

If the characters examine any other part of the Crypt first, ask them to make a skill (Listen) check (DC12). If they are successful they can hear a creaking noise. The noise is coming from the lid of the largest coffin which is being opened. If the characters do not hear the lid opening, the Vampire Spawn inside will gain a partial action, due to surprise, and attempt to charm the character nearest to him. Whether successful in its attempt to charm one of the party members or not, the Vampire Spawn will attack.

Vampire Spawn, medium-sized Undead: CR 4; Size M (6 ft., 2 in. tall); HD 4D12; hp 30; Init +6 (+2 Dex and Improved initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Attack +5 melee (slam 1D6 +4 and energy drain); face/ reach: 5ft. by 5ft. / 5ft.; SA Charm, energy drain and blood drain; SQ Undead, +2 turn resistance, damage reduction 10/ silver, cold and electricity resistance 10, gaseous form, spider climb and fast healing 2; SV Fort +1, Ref +5, Will +5; AL CE; Str 16, Dex 14, Con --, Int 13, Wis 13, Cha 14; Languages Spoken: Common; Skills and feats: Bluff +8, Climb +8, Hide +10, Jump +8, Listen +11, Move silently +11, Search +8, Sense motive +11 and Spot +11; Alertness, Improved initiative, Lightning reflexes, Skill focus (any craft or profession). Equipment: none (See MM for more information on Vampire Spawn)

A successful skill (Appraise) check (DC15) will determine that the drapes are worth 200gp in their present state, and 600gp if they are restored. The drapes weigh 30lbs in total.

Examination of the altar will find the stones listed below. A successful skill (Appraise) check (DC15) determines the gem's values. The gems can be easily pried from the altar.

15 blue quartz	10gp each
10 star rose quartz	30gp each

2 red garnets 100gp each

Searching the Crypt, skill (Search) check (DC15), will reveal: 30gp, and an odd y-shaped stick (this stick has no use in this adventure).

Award the party 3 Luck points for defeating the Vampire Spawn.

39. The Boathouse (EL 1)

If the characters approach this door, read them the following:

The sign above the door reads 'Boathouse'. A small barred window in the door allows you to see into the room beyond. Inside, several skeletons are building a boat of some sort. They move in a series of quick, jerky movements, rather insect like.

The door is locked and can be opened by the key clearly marked 'Boathouse' found in area 36.

The door is made of solid oak, but can be broken down if a character makes an ability (Strength) check (DC25). Alternatively, the door can be chopped down; hardness 5, hp 20 or a rogue could use a skill (Open Locks) check (DC30).

If anyone enters the room not accompanied by the Werewolf from room 36, the four skeletons will attack.

Skeletons, medium-sized, medium-sized Undead (4): CR 1/3 (each); Size M (6 ft., 0 in. tall); HD 1D12; hp 7, 6, 5, 12; Init +5 (+1 Dex and improved initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Attack +0 melee (claw 1D4); Face/ Reach 5ft. by 5ft./ 5ft.; SQ Undead, immunities; SV Fort +0, Ref +1, Will +2; AL N; Str 10, Dex 102, Con --, Int --, Wis 10, Cha 11. Languages Spoken: none. Skills and feats: Improved initiative.



Equipment: none (see MM for more information on Skeletons, medium sized).

Various tools are scattered around the Boathouse as well as benches and drawers. The tools are quite ordinary.

A successful skill (Search) check (DC15), reveals a silver handled chisel (worth 5gp and weighing 1lb), a sturdy wooden mallet and a bronze key with the number 66 stamped on it (this key is not one used to open the Warlock's treasure chest and serves no purpose in this adventure). The drawers are full of various nails, tacks and miscellaneous bits and pieces.

Award the party 2 Luck points for finding the key.



40. The Wight (EL 3)

If the characters open the door, read them the following:

Various bits of wooden debris are strewn untidily across the floor. In the north east corner (next to a door) is a crude wooden desk with a box on it. In the opposite northern corner, apparently asleep (or dead) is a hideous-looking man sized creature. Its skin is drawn tightly across its body and its hair is long and wild. The creature also has pointed oversized fingernails.

The creature is a Wight. As soon as anyone enters the room, its eyes open and it attacks.

Wight, medium-sized Undead: CR 3; Size M (6 ft., 1 in. tall); HD 4D12; hp 22; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Attack +3 melee (slam 1D4 +1 and energy drain); face/ reach: 5ft. by 5ft. / 5ft.; SA Energy drain and create spawn; SQ Undead; SV Fort +1, Ref +2, Will +5; AL LE; Str 12, Dex 12, Con --, Int 11, Wis 13, Cha 15; Languages Spoken: Common; Skills and feats: Climb +5, Hide +8, Listen +8, Move silently +16, Search +7 and Spot +8; Blind-fight Equipment: none (see MM for more information on Wight).

The small box in the corner is unlocked and contains 18gp and a Potion of Cure Light Wounds (which is labelled in common and heals 1D8 +2).

Award the party 1 Luck point for finding the potion.

41. Animated Tools (EL 0)

The westward passage that you are following bends to the south. Just before the bend is a signpost labelled in the common tongue reads 'Under construction'. In front of you is the beginning of a stairway leading downwards.

Only three steps have been built so far. A number of shovels, picks and other tools are working on the steps.

If any characters stay to watch the sight, read them the following:

You are now watching various tools digging as if being handled by invisible workers. As you watch a humming chant becomes louder and you recognise it is: 'Heigh-ho, Heigh-ho, its off to work we go...' You start to chuckle at the amusing scene.

The Tools will totally ignore the characters. If attacked they do not fight back and are easily destroyed.

42. Three Dead Bodies (EL 1)

If the characters descend the stairs, read them the following:

The narrow staircase is cut into the rock and there are about 20 steps leading down. This chamber stinks of putrefying flesh. The smell is terrible. Looking into the chamber you can see three decaying bodies on the floor.

If anyone searches the bodies they are in for a surprise. The middle corpse is a Ghoul that attacks at the most opportune moment.

Ghoul, medium-sized Undead: CR 1; Size M (5 ft., 11 in. tall); HD 2D12; hp 15; Init +2 (+2 Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Attack +3 melee (bite 1D6 +1 and paralysis) and +0 melee (2 claws 1D3 and paralysis); face/ reach: 5ft. by 5ft. / 5ft.; SA Paralysis and create spawn; SQ Undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; AL CE; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16; Languages Spoken: Common; Skills and feats: Climb +6, Hide +7, Jump +6, Listen +7, Move silently +7, Search +6 and Spot +7; Multiattack, weapon finesse (bite). Equipment: none (see MM for more information on Ghouls).

Anyone searching the bodies, skill (Search) check (DC10), will find: a small pair of earrings in the ghoul's pocket. The earrings have a value of 1gp.

5 gold pieces on the second corpse

8 gold pieces, a bottle of liquid (a Potion of Cure Serious Wounds that will heal 3D8 +5 hit points) and an old piece of parchment on the third corpse.

If the characters read the parchment, read them the following:

The parchment is well worn and almost illegible. It is a map of some sort. The parchment is written in common and headed 'The maze of Zagor'. It makes little sense, due to its condition, although a room to the north is marked '...GER' and another to the east is marked 'SM...P...LE'.

43. Dwarfs (EL 6)

Ask the characters to make a skill (Listen) check (DC5). If they are successful they can hear happy laughing and general chatter coming from the other side of the door (in the Dwarven language).

If the door is opened, read the following:

The door opens to reveal a small smoke filled room. Sitting in the room around a small wooden table are four small, stocky men with grey beards. They are cursing, laughing and joking as they play a card game. Each one is leaning back on his chair and puffing on a long clay pipe. On the table are a number of copper coins and four mugs of ale.

As you open the door the merriment stops.

The lead Dwarf (Ragan Battleaxe of the Battleaxe clan) stands and addresses the characters in the common tongue. He is outraged that they have not knocked on the door before entering and demands an apology.

Although the initial meeting is an aggressive one, the Dwarfs are easily befriended.

The Dwarfs were mining near here several weeks ago and accidentally burrowed into the dungeon. One of their companions ventured into the maze and has not been seen since.

If the party have discovered the miner's dead friend (encounter 11) and tell them about it, they are all saddened at the news. Read the following:

Ragan stands and motions to the other Dwarfs to stand also, "We are saddened by the news of Corin, our lost comrade. We must return to our clan and tell them. I would ask you to join us, but the tunnels are long and very small. I fear you would become



stuck". The Dwarfs gather their gear and leave the room, turning left.

If the characters follow the Dwarfs to the end of the passage they can see a small crack in the passage wall (marked 'X' on the map) that is barely big enough for the Dwarfs to squeeze through (human sized characters will not fit into the passage). The Dwarfs bid the party farewell and disappear into their passage. The last Dwarf through the hole piles up rock on his side to block the passage.

If the party have not discovered the fate of the Dwarfs companion (or choose not to mention it), but stay and make polite conversation, the Dwarfs mention that it is nice to meet good people in this horrible place, although they can't give any help or clues as to how to get out. They have not ventured further than this room and are waiting for their comrade named Corin to return.

If threatened or attacked the Dwarfs will fight to the death.

Ragan Battleaxe, male Dwarf (Ftr2): CR 2; Size M (4 ft., 2 in. tall); HD 2d10; hp 18; Init +2 (+2 Dex); Speed 20 ft.; AC 16 (+2 Dex, Chain Shirt); Attack +6 melee (Dwarven Waraxe 1D10 +3); SQ: Darkvision, Stonecunning, +2 save against poisons, +2 save against spells and spell like effects, +1 racial attack bonus against Orcs and goblinoids, +4 dodge bonus against giants SV Fort +3, Ref +3, Will +0; AL LN; Str 17, Dex 14, Con 11, Int 15, Wis 8, Cha 12. Languages Spoken: Common, Dwarven, Gnome and Terran. Skills: Appraise +4, Hide +2, Listen +1, Move silently +0, Spot +5. Feats: Power attack and Weapon focus (Dwarven Waraxe). Equipment: Chain Shirt, Dwarven Waraxe, mining pick and 14sp (see PHB Chapter 2, Dwarfs for more information on Dwarfs)

Dwarf (Ftr1), medium humanoid (3): CR 1 (each); Size M (4 ft., 3 in. tall); HD 1d10+3; hp 13, 12, 13; Init +1 (+1 Dex); Spd 15 ft. (Chainmail) base 20ft.; AC 16 (+1 Dex and Chainmail); Attack +4 melee (Dwarven Waraxe 1D10 +2); SQ: Darkvision, Stonecunning, +2 save against poisons, +2 save against spells and spell like effects, +1 racial attack bonus against Orcs and goblinoids, +4 dodge bonus against giants; SV Fort +5, Ref +1, Will -1; AL LN; Str 16, Dex 13, Con 17, Int 13, Wis 9, Cha 11. Languages Spoken: Common, Dwarven, Goblin. Skills and feats: Appraise +3, Bluff +1, Hide +3, Listen +1, Move silently +1, Spot +1; Power attack, Weapon focus (Dwarven Waraxe). Equipment: Each has a Dwarven Waraxe, Chainmail armour, mining pick and 2d4 sp each (see PHB Chapter 2, Dwarfs for more information on Dwarfs)

44. The Maze of Zagor (EL 10)

The Maze of Zagor is a combination of secret doors, one-way secret doors and teleport circle traps.

This Maze is designed to confuse and disorientate the characters so if (and when) they fall foul to a teleport trap, do not point out to them on their map (if they are making one) where they have ended up. Describe their new location as best you can and don't give away any clues.

Traps 1-4 These combination teleportation circle and sleep traps are activated when someone touches the wall in question (when searching for instance), the sleep spell is triggered first then the teleportation circle which sends the recipient and all within 15 ft. to the location marked 'b'. Example: trap3 (T3a) will teleport people to location T3b.

The sleep spell always affects 8HD of creatures.

Teleport/sleep trap: CR2, no attack roll; Will save (DC23) to avoid, Search (DC34) and Disable (DC34).

There are one-way secret doors within the Maze (marked on the map). A skill (Search) check (DC20) will reveal the secret door. The one way doors cannot be found or opened from the other side.

45. Secret Door

In order to find the secret door in the wall, the characters must make a skill (Search) check (DC40)

If anyone makes a successful skill (Search) check (DC16) around the walls, they find a loose stone in the wall. Removing the stone reveals a small 'push / pull' handle in an alcove behind the stone.

Trap: This handle is trapped. If the handle is pushed the secret door will open. If the handle is pulled an alarm will sound in the form of a ringing bell and attract a monster (see below).

Alarm trap: CR variable (see monster encountered); no attack roll (no damage); Search (DC15), Disable (DC15).

This noise will attract a monster wandering in the nearby passages. Roll a D6 and consult the table below.



1. A Goblin: hp 6 (see MM for more information on Goblins)
2. An Orc: hp 10 (see MM for more information on Orcs)
3. A Winged Gremlin: hp 15 (see **Appendix 1 - New Monsters**)
4. A Dire Rat: hp 7 (see MM for more information on Dire Rats)
5. A medium sized Skeleton: hp 9 (see MM for more information on Skeletons, medium sized).
6. A Cave Troll: hp 30. (see **Appendix 1 - New Monsters**)

46. The Minotaur (EL4)

If any character opens the door, read them the following:

This room is large and square. Broken pottery lies scattered all about. In the centre of the room stands a large human with a bull's head. The creature swings around to look at you.

The creature is a Minotaur. If the characters enter the room he attacks.

Minotaur, large monstrous humanoid: CR 4; Size L (7ft., 3 in. tall); HD 6D8 +12; hp 44; Init +0; Spd 30 ft.; AC 14 (-1 Size, +5 natural); Attack +9/+4 melee (Gore 1D8 +4); Face/Reach: 5ft. by 5ft./10ft. SA Charge (4D6 +6); SV Fort +6, Ref +5, Will +5; AL CE; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8. Languages Spoken: Giant. Skills and feats: Jump +8, Listen +8, search +6 and Spot +8; Great fortitude and Power attack. None (see MM for more information on Minotaur).

The Minotaur will not pursue the characters if they retreat from the room.

Amongst the debris in this room can be found; a large vase and a bowl full of gold coins.

The vase is untouched and full of a clear liquid (water). A successful skill (Search) check (DC15) will discover that the vase has a false bottom. Hidden in the false bottom of the vase is a copper key with the number 111 stamped on it. This is one of the keys to the Warlock's treasure chest.

A skill (Appraise) check (DC15) will determine that only 6 of the coins are real. The other 19 are fake and worthless (except to the unscrupulous of course).

Award the party 2 Luck points for finding the key

47. The Maze Master (EL 5)

If the characters open the door, read them the following:

In the centre of the room is a grey-haired old man sitting at a desk. His desk is covered in papers and parchments of various sorts and he holds a long quill pen. The old man is surrounded by thousands of books, which line the shelves around the walls from floor to ceiling.

If the characters are visible, the old man looks up and stares at them.

The old man at the desk is the Maze Master. He is employed by the Warlock to run and maintain the Maze.

Maze Master, male human (Sor5): CR 5; Size M (6 ft., 1 in. tall); HD 5d4+5; hp 21; Init +2 (+2 Dex); Spd 30



ft.; AC 18 (+2 Dex, Ring of Protection +3, Amulet of natural armour +3); Attack +5 melee (Quarterstaff 1D6 +3); SV Fort +2, Ref +3, Will +4; AL NE; Str 13, Dex 15, Con 12, Int 16, Wis 10, Cha 18. Languages Spoken: Aquan, Common, Dwarven. Skills and feats: Concentration +9, Hide +4, Listen +2, Move silently +2, Spellcraft +9, Spot +2; Armour proficiency (light), Empower spell, Silent spell. Equipment: Ring of protection +3, Amulet of natural armour +3, Quarterstaff +2, Wand of sleep: 13 charges; Will save (DC15), Wand of Dimension door with 3 charges.

Sorcerer Spells Known (6/7/5): 0th -- Dancing Lights, Ghost Sound, Light, Mage Hand, Prestidigitation, Read Magic. 1st -- Change Self, Nystul's Magic Aura, Shield, Sleep. 2nd -- Mirror Image, Summon Monster II.

If the characters enter the room the Maze Master says nothing, just continues to glare at them.

The Maze Master has no time for these people that have disturbed him. If they are humble and start to ask questions, he picks up his wand and attempts to make them sleep. If he is successful, the characters wake at location T3a. If the characters act in a hostile or threatening manner the Maze Master will cower behind the desk (the DM should encourage players to Role Play this encounter, skills such as Intimidate (DC15) or bluff could be used). He is willing to cooperate and answers questions about the maze including giving directions how to get out.

If attacked the Maze Master will use his wand of Dimension door to flee the area. The Maze Master will return to his desk 15 minutes later.



It is likely that the characters may come across the Maze Master a couple of times due to being lost. If they do enter his room a second time, the Maze Master either waves a hand at them to dismiss them or flees again using the wand

48. Grithanix the Dragon (EL 3)

As the characters approach the cavern, read them the following:

The passage that you are following bends to the west. There is a small rocky arch, which you will have to stoop to get through in order to continue in this direction.

If the characters look through the arch read them the following:

On the other side of the arch is a huge cavern. The cavern is partially lit by naturally light which streams in through a hole in the ceiling. A creature with large leathery wings can be seen in the cave. The creature is guarding the door behind it in the east wall.

This is the home of the warlocks pet Dragon called Grithanix. The starting position of the Dragon is marked on the Overlay map. Grithanix, like all Dragons, has incredible senses. Using her Blind sight (which is mainly a combination of scent and hearing), she will be able to detect if anyone is coming through the archway.

Grithanix will attack anyone who enters her cavern, starting her assault with a Breath Weapon attack and then closing to use her natural weapons.

Grithanix, female Red Dragon, Wyrmling: CR 3; Size M (7 ft., 6 in. tall); HD 7D12 +14; hp 50; Init +0;



Spd 40 ft., fly 150ft. (poor); AC 16 (+6 natural); Attack +11 melee (bite 1D8 +3) and +5 melee (claw 1D6 +1) and +5 melee (wings 1D4+1); Face/Reach: 5ft. by 5ft./5ft. SA Breath weapon (30ft. cone, 2D10 damage, (Reflex) save (DC15) for half damage, fire subtype; SQ Dragon Immunities, Blind sight, Keen senses, cast locate object once per day; SV Fort +7, Ref +5, Will +5; AL CE; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10. Languages Spoken: Draconic. Skills and feats: Listen +10, Jump +10, Spot +10 and search +10; Power attack and Weapon focus (Bite). Equipment: none (see MM, Dragon, Red Dragon for more information on Red Dragons).

Award the party 3 Luck points for defeating the Dragon.

DM note: the Warlock routinely sries on his pet Dragon so he will be aware of whatever happens in the Dragon's lair. Any character that is not in combat or otherwise occupied has a chance of detecting this scrying with a successful skill (Scry) check (DC20).

49. The Warlock of Firetop Mountain

If the characters open the door that the Dragon was guarding in encounter 48, read them the following:

The narrow corridor ends at a large wooden door, which is slightly ajar.

If the characters look through the crack in the door, read them the following:

Inside the room is small old man sitting at the table on his own, playing with a pack of cards. He looks quite a harmless old soul, grey haired and bearded. He sits behind a desk.

These are the Warlock's personal chambers and the old frail man is Zagor, The Warlock of Firetop Mountain. The Warlock does not look like this normally, he has cast an Alter self spell on himself to look like an old man.

The Warlock routinely sries on his pet Dragon Grithanix and so will be aware that the characters are near, he will be ready and waiting for them to enter his rooms.

The Warlock is ready for battle. If the characters rush in to attack him he will teleport in front of the door to room 50, cancel his Alter self spell and engage them in combat from there.

If the party tries a more friendly approach he will courteously invite them in and ask them to sit at the table with him, once there he will cast a silent, stilled, Cause Fear spell at the most dangerous looking party member, Will save (DC15). Whether this tactic succeeds or not the Warlock will then teleport in front of the door to room 50 where he will dispel his Alter self spell revealing his true form; a tall young man with flowing multi-coloured robes which give him an aura of immense power. He will then attack the characters mercilessly.

Zagor, The Warlock of Firetop Mountain, male, human (sor10): CR 10; Size: M (6 ft. 4 in. tall); HD: 10d4; hp 24; Init: +0; Speed: 30 ft. ; AC: 21 (Bracers of armour +3, Ring of protection +4); Attack +11 melee (Quarterstaff 1D6+6); SV Fort +3, Ref +7, Will +6; AL



50. The Warlock's treasure

If the characters open the door, read them the following:

The door opens to reveal a small, dimly lit room. The walls are hung with ornate curtains, laced in gold and silver. A single flame burns in one corner, throwing light on a low table in the middle of the floor. On the table is a large chest. As you approach the chest a mysterious sound fills the room. It appears to be the sounds of thunder.

The chest lid is held shut by three locks. As you approach, the noise gets louder.

Trap: Should anyone attempt to strike the chest, they are struck by a lightning bolt that fills the entire room before the blow is made, and hence the chest will take no damage. Read the characters the passage below. The trap resets immediately.

Lightning trap: CR 8; no attack roll (10D6 damage); Reflex save (DC25) for half damage; Search (DC28), Disable (DC28).

Zagor's Chest. Hardness 5, hp 20 (Damage reduction 15/+2)

As you prepare to strike the chest, the rumbling sound gets louder. You lift your weapon high and prepare to strike. As your weapon comes down, a loud crack deafens you, and from one corner of the room, a bolt of lightning streaks through the air and strikes everyone in the room.

To open the chest, the correct combination of three keys must be inserted into the locks. The correct combinations of keys are: Lock 1 - key 111, Lock 2 - key 111 and Lock 3 - 99 (321 total). These keys are located in encounters: 5, 30 and 46.

Trap: The chest is trapped with projectile needles laced with deadly Black Rose poison. If the incorrect keys are inserted in the locks, a poison needle will shoot out.

Poison dart trap: CR10, +14 ranged (1D4 + poison); Search (DC25); Disable device (DC25).

Black Rose Poison: Injury, Fortification save DC20: Initial 2D6 Constitution; secondary 3D6 Constitution.

If the characters succeed in opening the chest read the following:

The Warlock of Firetop Mountain is no more and you are the owner of the sorcerer's riches. At least a thousand gold coins, jewellery, gems and pearls are in the chest. Hidden under these you find the Warlock's spell books and as you leaf through the pages you realise that these tomes are more valuable than all the treasure. Instructions are given for the control of all the secrets- and the creatures- of Firetop Mountain. With these books, unlimited power is yours and the safety of your return to the village is ensured. Or, if you prefer, you could remain as the new master of the domain of Firetop Mountain...

Full details of the Warlock's treasure are included in Appendix 3 - Campaign Play.

CE; Str 17, Dex 18, Con 10, Int 14, Wis 9, Cha 19; Languages Spoken: Common, Orcish and Draconian; Skills and feats: Concentration +13, Hide +8, Listen +13, Move silently +5, Spellcraft +13, Spot +12; Alertness, Craft magic arms and armour, Scribe scroll, Silent spell, Still spell. Equipment: Quarterstaff +3, Ring of protection +4, Bracers of Armour +3.

Sorcerer Spells Known (6/7/7/6/3):

0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Open/Close, Prestidigitation, Ray of Frost, Read Magic. 1st -- Cause Fear, Change self, Chill Touch, Mage Armour, Magic Missile. 2nd -- Invisibility, Knock, Spectral Hand, Web. 3rd -- Fireball, Fly, Slow. 4th -- Minor Globe of Invulnerability, Wall of Fire. 5th - Teleport.

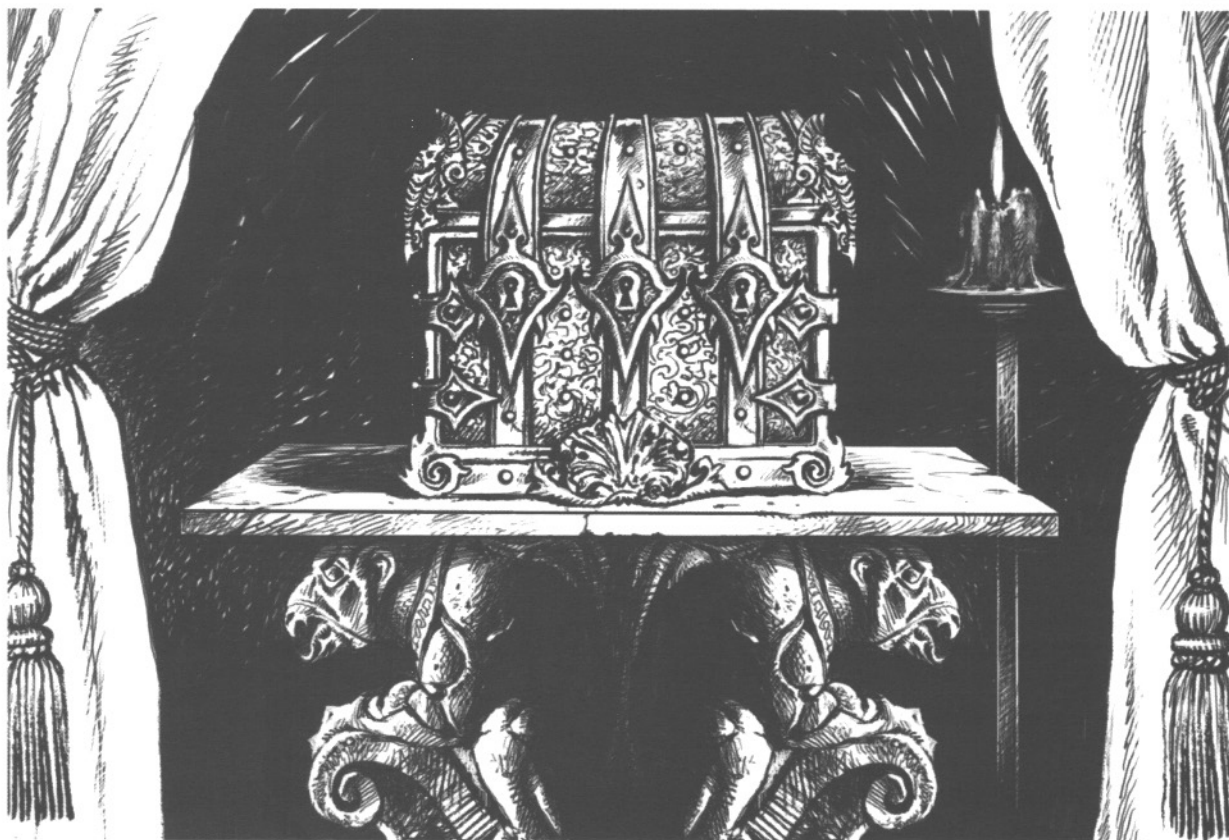
If anyone holds up the eye of the Cyclops to the Warlock, read him or her the following:

You hold up the jewel that you took from the eye socket of the Iron Cyclops. The jewel gives off a dull glow. The Warlock, seeing the gemstone, shrieks and backs away into a corner. A beam of light shoots from the jewel, which you hold in your hand and strikes the Warlock in the chest. As the beam falls on him, he sinks to the floor and a remarkable transformation takes place. He starts to shrivel and grow visibly old in front of your eyes. His skin wrinkles and cracks and he slowly becomes an amorphous heap in the corner. You have defeated the Warlock.

If the characters defeat the Warlock, they are free to look around. A successful skill (Search) check (DC15) will reveal a piece of paper in the Warlock's desk which says: 3+3+2=321. This is a clue to the combination of keys to open the Warlock's chest in encounter 50. It means 3 digit (111) + 3 digit (111) + 2 digit (99) = 321

The doors at the end of the Warlock's chambers have two locks. If the characters have found a bunch of keys (located in the Werewolf's room, location 36) then they can open the door easily, if not they will have to force the door with an ability (Strength) check (DC25) or chop it down (Strong wooden door, hardness 5, hit points 20). Alternatively a Rogue character could make a skill (Open Locks) check (DC25).





APPENDIX 1- NEW MONSTERS

Giant Bat

Small Animal

Hit Dice: 1D8 (5 hp)
Initiative: +2 (Dex)
Speed: Fly 30ft (good)
AC: 15 (+2 Dex, +1 size, +2 natural)
Attacks: Bite +2 melee
Damage: 1D4 -2
Face/Reach: 5ft. by 5ft./ 5ft.
SA: None
SQ: Blind sight
Saves: Fort +1, Ref +2, Will -2
Abilities: Str 6, Dex 15, Con 10, Int 2, Wis 6, Cha 5
Skills: Move silently +4, Listen +9
Feats: Weapon finesse (bite)

Climate/Terrain: Temperate and warm desert, Forest, Hills and under ground
Organisation: Colony (10-40) Or company (2-5)
Challenge Rating: ½
Treasure: none
Alignment: Always neutral
Advancement: 2-3 HD (small)



The Giant Bat is more common in underground dwellings and can be found nesting with normal bats. The Giant Bat has a typical wingspan of 3 ft. and is black in colour. Giant Bats feed on rats and other vermin or small creatures that can be found around their nest. Hungry Giant Bats have been known to attack larger prey (like humans), but this is uncommon.

Combat

The Giant Bat uses its blind sight and stealth to attack its unsuspecting target. The bats have razor sharp teeth that deal a nasty bite.

Blind Sight (EX)

Bats can see by emitting high frequency sounds, inaudible to most other creatures that allow the bats to locate objects and creatures within 120 ft. A Silence spell negates.

Cave Giant

Large Giant

Hit Dice: 8d8+16 (52 hp)
Initiative: -1 (Dex)
Speed: 40 ft.
AC: 16 (-1 size, -1 Dex, +8 natural)
Attacks: Huge greatclub +13 / +8 melee; or slam +12 / +7 melee; or thrown rock +5 / +0 ranged
Damage: Huge greatclub 2d6+9; or slam 1d6+6; or rock 1d10+6
Face/Reach: 5 ft. by 5 ft./ 10ft.
SA: None
SQ: Light Sensitivity

Saves: Fort +8, Ref +1, Will +2
 Abilities: Str 22, Dex 9, Con 14, Int 6, Wis 11, Cha 7
 Skills: Climb +8, Hide -1*, Listen +2, Spot +2
 Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any underground
 Organisation: Solitary or pair
 Challenge Rating: 5
 Treasure: Standard
 Alignment: Usually Chaotic Evil



Cave Giants are the smallest of all Giants, growing to little more than 11 feet tall - and appearing to be even shorter, because their backs are hunched over from life in their low-ceilinged tunnels. They only dwell underground, living on other denizens of the darkness. Their skins are light grey in colour

and hairless, enabling them to blend with their surroundings and surprise their prey. Their silvery eyes have grown dim from peering in the subterranean gloom, and they will be blinded by the sudden appearance of bright light. A Cave Giant will be wearing a loincloth and carrying a stone club or a sack of throwing rocks. They are unintelligent beings, and will attack almost everything. They especially love the tender flesh of Troglydtes, which they scoop up to chew on when they are hungry.

Cave Giant Characters

Rare is the Cave Giant who can overcome their basic racial stupidity long enough to learn any kind of real skills beyond immediate survival. Those that do usually become Fighters.

Combat

Cave Giants will wait in ambush against a cave wall for prey to come by - and they will eat almost anything. They then press the attack relentlessly, pounding the target to death with their club, rocks or bare fists. Cave Giants are usually too stupid to know when they are outclassed, and rarely use any kind of tactics.

Light Sensitivity (Ex)

Cave Giants suffer a -3 penalty to attack rolls in bright sunlight or within the radius of a daylight spell. They suffer a -1 penalty to attack rolls in normal torchlight or lantern light, or when within the radius of a light spell.

Skills

Cave Giants gain a +6 racial bonus to Hide when against a natural stone background. This is not represented in the statistics block.

Giant Sandworm

Large Beast

Hit Dice: 5D10+15 (40 hp)
 Initiative: +1 (Dex)
 Speed: 20ft.; burrow 20ft.
 AC: 18 (+1 Dex, -1 size, +8 natural)
 Attacks: Bite (+8 melee)
 Damage: Bite 2D6+5
 Face/Reach: 5ft. by 15ft./ 10ft.
 SA: Improved grab
 SQ: Tremorsense, Scent
 Saves: Fort +4, Ref +3, Will +2
 Abilities: Str 20, Dex 13, Con 15, Int 2, Wis 10, Cha 6
 Skills: Hide +0*
 Feats: None

Climate/Terrain: Occasional near Rivers and seas, Mainly deserts
 Organisation: Solitary or pair
 Challenge Rating: 3
 Treasure: none
 Alignment: Always Neutral
 Advancement: 5-8 HD (Large), 9-14 HD (Huge)



The sand rises in a long line as though something were swimming just beneath the surface. Suddenly, the sand is broken and the Giant Sandworm rises into the air, poised to strike. Adult Sandworms can grow to over 30ft. long with younger adults measuring half that size. Sandworms bodies are divided into hundreds of sections that gradually taper towards the tail. Their rudimentary heads are made up of a gigantic oval mouth, lined with a ring of spiky teeth and surrounded by a number of scent glands which enable them to detect their prey.

The desert nomads sometimes hunt the Giant Sandworms using harpoons, just like the whaler while





sat astride a horse or camel. The meat from a Giant Sandworm is fairly edible (if a little tough), its teeth can be used to make ivory daggers and its skin is very tough and ideal for tents or armour.

Combat

The Sandworm hides in the sand and relies on its Tremorsense to locate its prey. The Sandworm will then move closer to the surface and hide until its prey moves close enough to strike. If the prey is small enough, the Sandworm will swallow it whole then burrow in to the sand and digest the meal.

Improved Grab (EX)

To use this ability, the Giant Sandworm must hit with its bite attack. Next round it automatically deals bite damage and can attempt to swallow creature's whole (creatures sized: small or smaller).

Tremorsense (EX)

The Giant Sandworm can automatically sense the location of anything within 60ft. that is in contact with the ground.

Scent (EX)

The Giant Sandworm can detect any creature within 30ft. by sense of smell

Skills

The Giant Sandworm gains a +15 racial bonus to Hide when in sand. This bonus is not included in the creature's statistics.

Iron Cyclops

Medium Construct

Hit Dice: 4D10 (30 hp)
Initiative: -1 (Dex)
Speed: 20ft (Can not run)
AC: 20 (-1 Dex, +11 natural)
Attacks: 2 Slams (+10 melee)
Damage: Slam 1D8 +5
Face/Reach: 5ft. by 5ft./ 5ft.
SA: None
SQ: construct, Damage reduction 5/+1
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 21, Dex 9, Con --, Int --, Wis 11, Cha --
Skills: None
Feats: None

Climate/Terrain: Any land and Underground
Organisation: Solitary
Challenge Rating: 4
Treasure: Jewel worth at least 1000gp
Alignment: Always Neutral
Advancement: None

Iron Cyclops is a cast iron statue that has been bound with an elemental earth spirit from another plain. The spirit is summoned and trapped within a gemstone of at least 1000gp in value. The gemstone is then attached to the statue, normally in an eye socket or in the forehead. It is this that gives the creature the look of being



one eyed. Iron Cyclops is emotionless and so unprovokable.

Combat

Being of cast iron construction, the Iron Cyclops is of great strength. It uses its hands in a smashing/slaming action to destroy its opponents. The Iron Cyclops can be given a single command phrase such as, attack any one who enters this room (or specific creature). The

Iron Cyclops will only obey its command on 5 occasions. After that, the earth elemental spirit is freed and the statue returns to normal. If the gemstone, in which the element is trapped, has not fulfilled its 5 orders the stored energy can be released as a deadly weapon back on the person who bound the spirit in the first place. The recipient of the energy must make a (Will) save (DC25), or wither and die instantly.

Construct

Immune to mind influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability drain or death from massive damage.

Neanderthal (caveman)

Medium Humanoid

Hit Dice: 2d8+4 (13 hp)
Initiative: +0 (Dex)
Speed: 20 ft. (hide armour); base 30 ft.
AC: 14 (+1 natural, hide armour)
Attacks: Club +2 melee or Short spear +2 melee
Damage: Club 1d6+1 or Short spear 1d8+1
Face/Reach: 5ft. by 5ft./ 5ft.
SA: None
SQ: None
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 15, Int 6, Wis 11, Cha 8
Skills: Climb +4, Jump +3
Feats: Power Attack

Climate/Terrain: Cold plains and mountains, underground
Organisation: Solitary, pair, hunting group (3-10), tribe (11-60)
Challenge Rating: 1/2
Treasure: none
Alignment: Always Chaotic Neutral

The brutish semi-humans known as Neanderthals are a primitive and violent race to be found in many areas. They will usually be encountered as hunting-party or in a settlement - typically a crude circle of huts around a religious totem or statue. They look like thin, filthy humans, with wild hair and untrimmed claw-like nails on their hands and toes. They will be carrying



crude spears and knives, and may be decorated with poorly made pendants, bracelets, and studs in their ears and noses. They are unintelligent beings and will sometimes be found in the service of a clever leader - an Orc, Goblin, or maybe even an evil human. Neanderthals have a whole pantheon of primitive Gods, for they worship everything they don't understand from the sun to a mountain. One member of a tribe may be a shaman, dressed up with bones, feathers and rattles and covered in bizarrely painted designs. They have no special powers except a great sense of theatre and ritual - anyone demonstrating real magic to a Neanderthal tribe can expect to be treated as nothing less than a God!



There are even more primitive tribes of Neanderthals who dwell primarily in caverns and underground, these primitives are often referred to as Cavemen. They rarely wear armour, and more often make use of simple clubs than spears.

Neanderthal Characters

Neanderthals are a brutish bunch, and typically those who excel within their primitive culture are Barbarians.

Combat

Neanderthals are uninspired when it comes to battle-tactics; they tend to run towards the enemy yelling and screaming incomprehensible war cries. Occasionally, when hungry, they may try to creep up on an unawares enemy and then proceed to rush from concealment, attacking in their usual fashion. They favour crude spears and improvised blunt weapons, as they lack the ability to make iron weapons.

Titan Trolls

Trolls are large, ugly humanoids related to Ogres, Orcs, Goblins, and a variety of lesser crossbreeds. They may be found in many lands, but always doing what they most enjoy - being thoroughly evil! From the civilised Troll mercenaries of Port Blacks and to the savage Hilltrolls of the Moonstone Hills and beyond, these creatures delight in torture, death and worse. There are a number of different types of Troll, found in different areas of the world.

Titan Cave Troll

Medium Humanoid

Hit Dice: 3d8+6 (19 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 15 (+1 Dex, +4 natural)
Attacks: +5 Melee (2 Claws) and +0 (Bite) or +5 melee (Greatclub)

Damage: Claw 1d4+3, Bite 1d4+1, Greatclub 1d10+4
Face/Reach: 5ft. by 5ft./ 5ft.
SA: None
SQ: None
Saves: Fort +5, Ref +2, Will +1
Abilities: Str 17, Dex 12, Con 15, Int 6, Wis 11, Cha 6
Skills: Climb +6, Jump +6
Feats: Power Attack

Climate/Terrain: Underground
Organisation: Solitary
Challenge Rating: 1
Treasure: Standard
Alignment: Always Chaotic Evil
Advancement: 4 HD (Medium), 5-6 HD (Large)



Trolls are large, ugly humanoids related to Ogres, Orcs, Goblins, and a variety of lesser crossbreeds. They may be found in many lands, but always doing what they most enjoy - being thoroughly evil! From the civilised Troll mercenaries of Port Blacks and to the savage Hill Trolls of the Moonstone Hills and beyond, these creatures delight in torture, death and worse. There

are a number of different types of Troll, found in different areas of the world.

Violent, stupid, and thus very dangerous, Cave Trolls are the most primitive of all Troll races. They tend to be leaner than other Trolls, their bodies lithe and muscular with long arms that end in sharpened claws. They are uglier, if that is possible, than Common Trolls, and their teeth are far larger, sticking out more like tusks from their drooling mouths. They are solitary, unsociable creatures, usually found hiding from daylight in a dark cave or passage deep underground. They are exclusively carnivorous and delight in the tender flesh of humans, but more often have to settle for stringy rat meat. Their favourite weapons are clubs and long knives, though their claws are just as effective. They hoard shiny items, attracted by their glitter, and their lairs maybe crammed with all manner of glinting things - some valuable.

Combat

Trolls tend to enter combat with gleeful abandon, hewing and clawing at foes left right and centre. Of all Trolls, only Sea Trolls tend to bother with ambush tactics, pouncing on unsuspecting victims who stray too close to the water's edge and dragging them to their doom.

Wailing Spirit

Medium Sized Undead (incorporeal)

Hit Dice: 3D12 (15 hp)
 Initiative: +5 (+1 Dex, improved initiative)
 Speed: Fly 30ft (perfect)
 AC: 15 (+1 Dex, +4 Natural)
 Attacks: None
 Damage: None
 Face/Reach: 5ft. by 5ft./ 5ft.
 SA: Spell like abilities: Darkness, Shout
 SQ: Undead, Incorporeal, Fear of Daylight
 Saves: Fort +3, Ref +2, Will +3
 Abilities: Str 10, Dex 13, Con --, Int 14, Wis 10, Cha 11
 Skills: Hide +10, Listen +7
 Feats: Improved initiative

Climate/Terrain: Underground
 Organisation: Solitary
 Challenge Rating: 3
 Treasure: none
 Alignment: Always Chaotic Evil
 Advancement: None



The Wailing Spirit is the spiritual remains of an evil bard. The tortured spirit remains in the area where its body was killed, hoping to revenge its death. The spirit is almost completely invisible. Only a very faint mist in the shape of a humanoid can be seen.

Wailing Spirits are afraid of any light source and will flee from daylight.

Combat

Being almost invisible, the Wailing Spirit uses its hide

skill to surprise its victims. Wailing Spirits hate light of any description, fearing Daylight. Should an adventurer encounter a Wailing Spirit, it casts darkness on any character that bears a light source then starts to fly around the room screaming. The noise gets louder and louder until the spirit cast a shout spell at the darkened victim. If no light source is present, the Wailing Spirit will attack any player that enters its domain.

Undead

Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal

Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic with a 50% chance to ignore any damage from a corporal source. Can pass through solid objects.

Spell like abilities

Darkness once per day (5th level), Shout three times per day (5th level)

Fear of Daylight

Wailing Spirits are afraid of daylight. If it encounters daylight (via spell or outside) The Wailing Spirit must make a (Will) save (DC20) or flee away from the source for 5D6 Minutes

Winged Gremlin

Diminutive Magical Beast

Hit Dice: 1D10+2 (8 hp)
 Initiative: +5 (+1 Dex, Improved initiative)
 Speed: 20ft. Fly 40ft. (perfect)
 AC: 17 (+1 Dex, +2 natural, +4 size)
 Attacks: Bite (+0 melee)
 Damage: Bite 1D3
 Face/Reach: 0 ft. by 0 ft./ 0 ft.
 SA: none
 SQ: Spell like abilities: Magic missile (3rd level twice a day), Pass without trace,
 Saves: Fort +3, Ref +5, Will +1
 Abilities: Str 10, Dex 15, Con 12, Int 10, Wis 12, Cha 5
 Skills: Hide +12, Listen +15, Move silently +10, Spot +10
 Feats: Alertness, Improved initiative.

Climate/Terrain: Underground
 Organisation: Solitary
 Challenge Rating: 1
 Treasure: none
 Alignment: Always Neutral evil
 Advancement: 2-3 HD (small)



Winged Gremlins are Diminutive humanoid creatures with slightly oversized heads and leathery black wings. The gremlin measures about 4-6 inches, with some males growing to bigger sizes, the largest recorded measured almost 1 1/2 ft.

These magically summoned creatures serve their wizard masters as thieves and spy's. Being so small the Winged Gremlins can fly, almost silently, to their intended location. They have an excellent ability to hide and listen.

Combat

Winged Gremlins use their teeth to cause a nasty wound. If it encounters a larger, more formidable target, it relies on its magic missile ability before fleeing back to its master.

APPENDIX 2- NEW MAGIC

New Magic Items

The following new magic items are available.

Arnor's Blue Candles

Arnor the sorcerer invented the Blue Candles to combat a Wailing Spirit in the dungeon where he lived. Arnor knew that Wailing Spirits hate light of any kind. They tend to attack people bearing torches rather than those who don't. However, he also discovered that the Wailing Spirits fear Daylight, which is why they live deep underground.

The candle acts as if a Daylight spell has been cast. Daylight also counters any Darkness spell that has been cast by the spirit.

Caster level: 3rd, Prerequisites: Craft Wondrous Item, Daylight. Market price 300 gp each.

Boots of Sovereign Sole

These cursed boots are normally fashioned to a high quality and elaborately decorated. The curse of the boots will not become evident until the victim puts on and laces up both boots. When this is done the soles of both shoes will stick fast to the floor (like Sovereign Glue) and will not be able to move. The wearer will lose all Dex modifiers to AC and any opponent behind or beside the character is considered to be flanking. The character is at a -2 circumstance penalty to hit those beside them, and a -4 circumstance penalty to hit those behind.

Once the boots are unlaced and the characters feet removed, the boots will become unstuck from the floor.

Caster Level: 4th; Prerequisites: Craft Wondrous Item, Sovereign Glue; Market price 2600 gp

Potion of Fortune

When the contents of this bottle have been imbibed, the recipient may restore 1D4+3 Luck points.

Caster Level: 4th; Prerequisites: Brew Potion, Restore Luck; Market price 300 gp.

New Spells

The following new spells are available:

Dog's Luck

Transmutation

Level: Brd 2, Clr 2, Sor 2, Wiz 2, Luck 2

Components: V,S,M/DF

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: 1 hour/level

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes Luckier. The spell grants an enhancement bonus to Luck of 1d4+1 points, adding the usual benefits to Luck checks.

Arcane Material Components: Hair of a dog

Restore Luck

Conjuration (healing)

Level: Brd 2, Clr 2, Pal 2, Rgr 3

Components: V,S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

When laying your hands on a living creature, you channel positive energy that restores 1d4 points of Luck +1 per caster level (up to +5). This spell has no effect on monsters or NPC's since they do not have the Luck attribute. The spell will only restore lost Luck.

Greater Luck Restoration

Conjuration (healing)

Level: Brd 4, Clr 4, Pal 4, Rgr 5

As per Restore Luck, except Greater Luck Restoration restores 2d4 points of Luck +1 per caster level (up to +10)





APPENDIX 3- CAMPAIGN PLAY

This section contains advice and tips for DMs who wish to integrate The Warlock of Firetop Mountain into an on-going campaign.

Party Levels

We recommend that this scenario be played by a party of three level 4 characters. The party would benefit from having a good aligned cleric along for the adventure.

Beginning the Adventure

There could be several reasons why the adventurers are seeking Firetop Mountain. Maybe their grandfather had left them an old treasure map in his will, or a travelling Bard had told them the tales of the Warlock when they encountered her on the road several day's back. It is up to you to decide why the PCs are here or how it will fit into your own campaign.

About Gilford

The Village of Gilford is situated on the River Kok, almost half way between the cities of Zengis and Fang on the continent of Allansia within the Fighting Fantasy™ world of Titan™.

If you are not using the world of Titan™ as your campaign setting, this adventure will fit into any mountainous region on your chosen game world.

Gilford Statistics

Gilford (Village)

Gilford has a population of 330 and a GP limit of 200gp.

Total Assets: 3300gp

Power Centre: Conventional (Mayor Aedem of Gilford)

Power Centre Alignment: Neutral Good

Captain of the Guard: Shilos Farrow

Militia: 20 x 1st level Ftrs; 2 x 2nd level Ftrs (Sergeant at arms) and Shilos Farrow

Church: The House of Fortuitous Grace; Sindla - Goddess of Luck

Priests: Jayma the Fortunate - Cleric level 4; 3 x 1st level Acolytes

Map Key

Please note that the map does not show the many farming lands and houses situated around Gilford.

1. The House of Fortuitous Grace

This building is a temple to Sindla - Goddess of Luck. The House of Fortuitous Grace commands a huge following from the village's populace, with almost all of the community turning up for at least one of the regular, daily morning services. The Temple is run by:

Jaymar the Fortunate, male human Clr4: CR 4; Size M (6 ft., 0 in. tall); HD 4d8+8; hp 36; Init +0; Spd 20 ft. (Chainmail) base 30ft.; AC 20 (Chainmail +3, Buckler +1); Attack +7 melee (Morningstar 1D8 +3); SV Fort +6, Ref +3, Will +7; AL LG; Str 13, Dex 10, Con 14, Int 13,

Wis 17, Cha 13. Languages Spoken: Common, Elven, Dwarf. Skills and feats: Appraise +3, Concentrate +2, Hide +1, Listen +3, Move silently -3, Scry +3, Spellcraft +3, Spot +3; Extra turning, Lightning reflexes, Weapon focus (Morningstar). Equipment: Chainmail +3, Morningstar +2, Buckler +1, Wand of Cure Light Wounds; 30 Charges; 1D8+1 hit points healed per charge.

Cleric Domains: Luck and Good.

Cleric Spells Per Day: 5/4+1/3+1.

Typical revised spells: 0 Level - Detect Poison x2, Mending, Purify Food and drink and Read magic. 1st Level - Bless, Cure Light Wounds, Death Watch and Remove Fear. 2nd Level - Cure Moderate Wounds, Delay Poison and Make Whole. (see PHB Chapter 11 for a list of Cleric Domain spells)

Jaymar has three acolytes under his supervision:

Demnar, Jorgen and Lucelle, human Clr1 (3): CR 1; Size M (5 ft., 9 in. tall); HD 1d8+3; hp 11, 11, 10; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, Chain shirt and small Wooden Shield); Attack +2 melee Morningstar 1D8 +2); SV Fort +2, Ref +2, Will +4; AL LG; Str 15, Dex 14, Con 10, Int 13, Wis 14, Cha 12. Languages Spoken: Common. Skills and feats: Concentration +3, Hide +0, Listen +4, Move silently -1, Spot +4; Combat casting and Dodge. Equipment: Chain shirt, small Wooden Shield, Morningstar

Cleric Domains: Luck and Good.

Cleric Spells Per Day: 3/2+1.

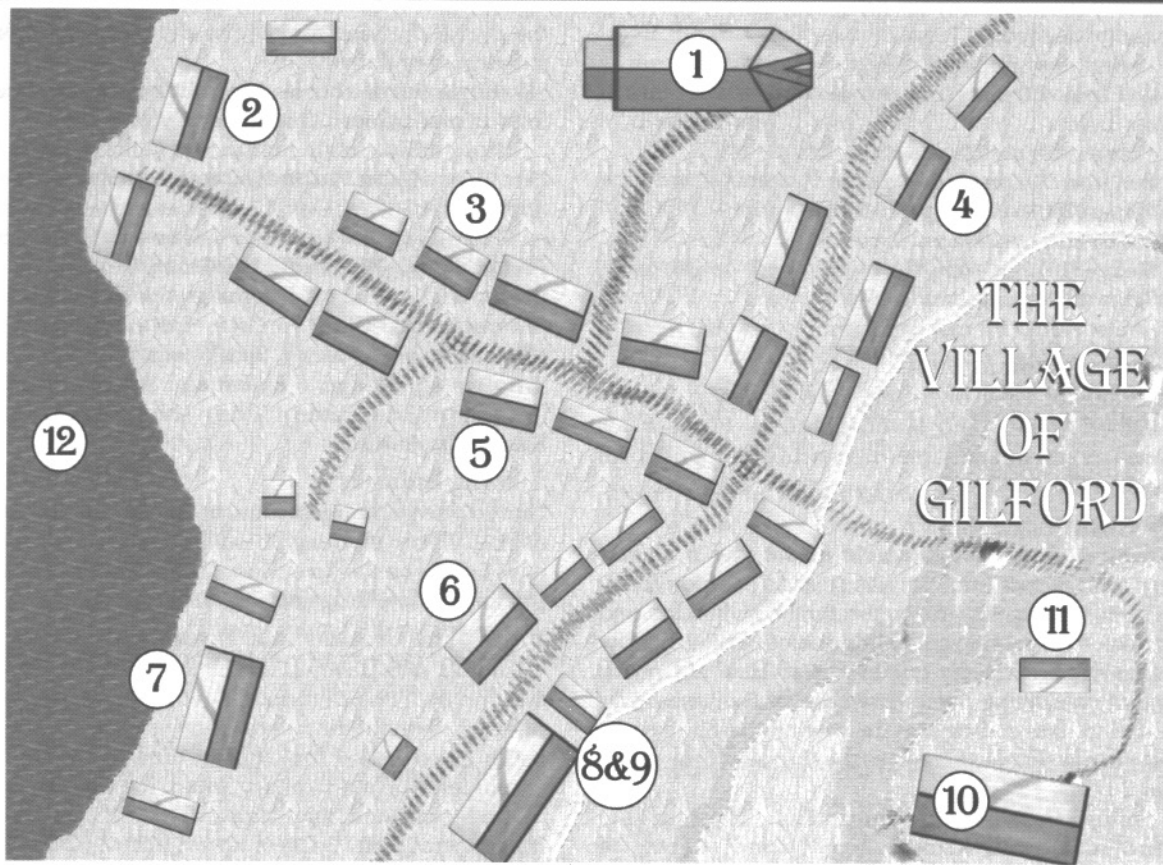
Typical spells revised: 0 level - Cure Minor Wounds x2, Mending. 1st level - Cure Light Wounds and Sanctuary. (see PHB Chapter 11 for a list of Cleric Domain spells)

Festival of Luck

On the 1st day of November each year, the community of Gilford celebrate the festival of Luck. This festival was introduced by the local Cleric Jaymar to incorporate community spirit with his teachings of Sindla - Goddess of Luck.

The festival itself started as quite a simple one. Jaymar tried to encourage the villagers to make small four-leaved clovers to wear on their clothes and invited people to wander into the House of Fortuitous Grace (the temple to Sindla), where he and his acolytes had prepared cooked fish and spiced vegetables for people to eat. This was 22 years ago. Today, the festival is quite different. The preparations for this day of celebration begin almost a month in advance. Banners are erected on houses and fences and food grown specially for the day. The villagers still wear the four-leaved clovers but the competition is who can make and wear the biggest, most elaborate four-leaved clover in Gilford (a honour that has been awarded to Tobin Feray for the last 3 years running). Huge trellis tables and benches are placed along the small narrow streets of Gilford and every family makes its own special food dish for people to share. Several small competitions are held throughout the day with Mayor Aedem of Gilford presenting small prizes to the winners. The competitions are: fishing - who can catch the biggest fish from the River Kok;





running - The first person to run from the temple to the knotted tree and back again (approximately 2 miles): archery - several targets are placed in one of the fields for people to shoot at: and who can grow the largest marrow - this is probably the most fierce competition of the festival with several of the farmers growing marrows in secret and using specially prepared peat and compost.

2. Gilford Ferry

Vander O'shail and his wife Mirada run the village ferry service. The aging couple have been providing this service for over 25 years and are very popular within the village.

The cost to take the ferry across to the north bank is 2sp per passenger. Locals use this service for hunting trips to the Lower Icefinger Mountains.

3. The Blacksmith

The local blacksmith is a Dwarf by the name of Droin Oakenshield. Droin is the only non-human resident of Gilford and very well respected. Droin provides more than the normal services of a blacksmith, these include: small bladed weapon making (price: 1-5gp for such weapons as Shortswords and Daggers), blade sharpening (5cp), shield and armour repairs (price depends on item damage) and the making of metal arrow heads (10 per 1gp).

When encountered on a typical working day, Droin will be wearing only a pair of trousers and his leather apron and boots. However, he has his full Dwarven battledress locked within the attic. The statistics given here for Droin are for a typical working day:

Droin Oakenshield, male Dwarf Ftr2: CR 2; Size M (4 ft., 0 in. tall); HD 2d10+2; hp 22; Init +0; Spd 20 ft.; AC 10; Attack +6 melee (Unarmed strike 1D3 +4 subdual damage); SV Fort +4, Ref +0, Will -1; AL LN; Str 18, Dex 10, Con 11, Int 17, Wis 9, Cha 12. Languages Spoken: Common, Dwarven, Orc, Goblin. Skills and feats: Appraise +2, Craft (Blacksmith) +5, Craft (Weaponsmith) +3, Craft (Armoursmith) +3, Hide +2, Listen +3, Move silently +3, Spot +4; Dodge, Improved unarmed strike, Weapon Focus (Dwarven Waraxe). Equipment: various tools of the trade, leather apron.

4. Trading Store

This shop is run by young man called Tobin Feray. Tobin tried his hand at adventuring a couple of years ago but deemed it too dangerous. He settled in Gilford where he met and married his wife Anne.

Typical supplies available at the trading store are:

Backpacks (5) cost 3gp,
Baskets (4) cost 6sp,
Bedroll (10) cost 4sp,
Blanket, winter (10) cost 8sp,
Candles (30) cost 2sp,
Canvas (25 sq. yd) cost 3sp per sq. yd.,
Chain (100ft) cost 32gp per 10ft.,
Firewood (100 bundles) 5cp per bundle,
Fish hooks (30) cost 2sp each,
Fishing nets (50 sq. ft.) cost 5gp per 25 sq. ft.,
Flasks (15) cost 8cp,
Flint and steel (10) cost 2gp,
Grappling hooks (5) cost 5gp,
Ladders, 10ft. high (5) 1sp,
Lamp, common (5) 1sp,



Lamp, hooded (5) 10gp,
Locks, very simple (10) 22gp,
Oil, 1pint (50 pints) cost 1sp per pint/ 4sp per pint in
clay flask,
Pitons (100) cost 2sp each,
Pot, iron (10) cost 8sp, rope,
Hemp (200ft) cost 1gp per 50ft,
Sacks, empty (100) cost 2sp each,
Sledge (10) 2gp each,
Tents (3) 14gp each,
Water skins (10) cost 2gp each.

5. Leather Armour Shop

Darrious of Fang owns and runs this shop. It sells Leather Armour and Studded Leather Armour for small, medium and large humanoids. The prices are as the PHB

6. Barracks

Mayor Aedem made the decision just over two years ago that a local militia was needed to protect the Gilford community from the threat of bandits and monsters. A passing adventurer named Shilos Farrow (who single handedly routed a small band of Goblins intent on stealing horses from one of the farms) was asked to train and captain the new militia. She excepted the role and has served as the Captain of the guard for 2 years.

Shilos Farrow, female human Ftr4: CR 4; Size M (5 ft., 6 in. tall); HD 4d10+12; hp 50; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 24 (+3 Dex, Chain shirt +3, small Steel Shield +3); Attack +9 melee (Longsword 1D8 +6), or +9 ranged (Longbow 1D8 +3); SV Fort +7, Ref +4, Will +1; AL LN; Str 15, Dex 16, Con 17, Int 12, Wis 11, Cha 10. Languages Spoken: Common and Dwarven. Skills and feats: Climb +4, Hide +3, Jump +4, Listen +4, Move silently +0; Combat reflexes, Dodge, Improved initiative, Improved unarmed strike, Weapon focus (longsword), Weapon specialisation (Longsword). Equipment: Chain shirt +3, small Steel Shield +3, Longsword +2, Longbow +1 and 10 +1 Arrows.

Shilos has two Sergeant at Arms, both of whom are loyal to their Captain:

Ranix and Garet, male human Ftr2: CR 2; Size M; HD 2d10+4; hp 24, 20; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+2 Dex, Chain shirt +1 and small steel Shield +1); Attack +6 melee (Longsword 1D8 +3); SV Fort +5, Ref +2, Will +2; AL NG; Str 15, Dex 14, Con 14, Int 16, Wis 14, Cha 12. Languages Spoken: Auran, Common, Orc and Goblin. Skills and feats: Craft +8, Diplomacy +3, Disable device +5, Gather information +3, Hide +2, Innuendo +4, Intuit direction +4, Knowledge (nature) +3.5, Listen +2, Move silently +2, Open lock +3, Spellcraft +4.5, Spot +2; Dodge, Improved initiative, Weapon Focus (Longsword). Equipment: Chain shirt +1, small steel shield +1, Longsword +1

The Militia has twenty, full time soldiers. The twenty are split into various duties during the day such as: River watch, Field watch and Town watch. These duties involve patrols of 3 (with the possible inclusion of either one of the Sergeant at Arms or the Captain of

the guard) checking for bandits and monsters within the vicinity of the village.

During times of troubles, the militia can be increased to 50 (the additional 30 being local volunteers)

Gilford militia, male human Ftr1 (20): CR 1; Size M (5 ft., 9 in. tall); HD 1d10+2; hp 8 each; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, Chain shirt and small wooden Shield); Attack +4 melee, (Shortsword 1D6 +2); SV Fort +4, Ref +2, Will +2; AL NG; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 13. Languages Spoken: Common. Skills and feats: Climb +6, Craft +5, Hide +2, Listen +2, Move silently +2, Ride +4, Speak language +2, Spot +2, Swim +4; Dodge, Expertise, Weapon focus (Shortsword). Equipment: Chain shirt, small Wooden Shield, Shortsword.

7. Fishing Industry

Gilford's second largest industry (next to farming) is fishing. Every morning 15 small boats set off for a days fishing on the River Kok. The fishermen use both rod and line and large nets to catch the fish.

8 and 9. The Unicorn Run Tavern and Stables

Gilford's only Tavern, The Unicorn Run, is owned and run by Otto Stormcloud a retired human adventurer who bought the tavern many years ago. The statistics given below for Otto are how he would be encountered on a typical day within the Unicorn Run.

Otto Stormcloud, male human Ftr3: CR 3; Size M (5 ft., 11 in. tall); HD 3d10+6; hp 29; Init +2 (-2 Dex, +4 Improved initiative); Spd 30 ft.; AC 8 (-2 Dex); Attack +5 melee (Unarmed attack 1D3 +2 subdual damage), or +2 ranged (Light Crossbow 1D8); SV Fort +5, Ref -1, Will -2; AL LG; Str 14, Dex 6, Con 14, Int 8, Wis 5, Cha 12. Languages Spoken: Common. Skills and feats: Climb +8, Hide -2, Listen -3, Move silently -2, Ride +3, Spot -3; Endurance, Improved initiative, Improved unarmed strike, Power attack, Weapon focus (Light Crossbow).

Otto runs his business with his only daughter Aileen. His wife, Amy, was killed by Orcs when Aileen was only a few months old.

Aileen Stormcloud, female human Rog3: CR 3; Size M (4 ft., 11 in. tall); HD 3d6+6; hp 20; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 melee (Dagger 1D4 +2), or +5 ranged (Dagger 1D4 +2); SV Fort +3, Ref +5, Will +4; AL NG; Str 12, Dex 15, Con 14, Int 16, Wis 16, Cha 16. Languages Spoken: Common, Dwarven and Elven. Skills and feats: Appraise +5, Disable device +8, Disguise +1, Escape artist +4, Hide +7, Listen +7, Move silently +7, Pick pocket +7, Spot +6, Use magic device +1; Dodge, Mobility, Weapon Finesse (Dagger). Equipment: Dagger +1 in boot

Aileen dreams of the adventuring life. Given the right opportunity to join a party on an expedition to Firetop Mountain and she would take it. Her father however, would have different ideas.

The Tavern has 2 double rooms and 4 single rooms available to rent.

Prices

Single room per night	1gp
Double room per night	2gp



Additions

Breakfast	+3sp (per person)
Evening meal	+5sp (per person)
Hot bath	+5sp (per person)

Menu

Standard meal: cold meats and bread	5sp (per person)
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Standard breakfast - served at midday	
Salted fish and toasted bread	3sp (per person)

Unicorn Run specialties

Sweet potatoes	2sp (per person)
Local fish cooked in ale	3sp (per person)
Spiced bread and pickles	2sp (per person)
Spiced lamb	4sp (per person)
Vegetable selection	1sp (per person)
Whole pig	5gp
Gilford beef steak	10sp (per person)
Local fish cooked in oats	2sp (per person)

10. The Town Hall

This is where the local town committee and mayor Aedem meet to discuss matter of importance. The Hall has a large table in the centre to sit the 8 committee members. The mayor resides within the Town Hall.

Gilford village committee members:

Mayor Aedem of Gilford, male human Ftr2: CR 2; Size M (6 ft., 0 in. tall); HD 2d10+2; hp 15; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 10; Attack +7 melee (Rapier 1D6 +4); SV Fort +4, Ref +0, Will -3; AL NG; Str 16, Dex 10, Con 13, Int 8, Wis 4, Cha 10. Languages Spoken: Common. Skills and feats: Appraise +2, Hide +1, Listen +2, Spot +1; Dodge, Improved initiative, Power attack, Weapon focus (Rapier). Equipment: Rapier +1

Aedem was first elected as mayor 8 years ago. His wisdom, fairness in decision and personality has seen him re-elected every year since. The village has grown and prospered under his guidance. He is a well respected and loved member of the community.

Shilos Farrow (Captain of the guard)

Otto Stormcloud (The Unicorn Run)

Droin Oakenshield (Blacksmith)

Tobin Feray (Merchant's guild)

Harren Jessup (Fishermen's guild)

Randle and Kimberly Hollis (Farmer's guild)

11. Captain of the Guard's Residence

This is where Shilos Farrow has lived since taking on the role as Gilford's Captain of the guard.

12. The River Kok

Rumours

At the beginning of the adventure, the characters visit the town of Gilford. While drinking with the locals they can use the Gather information skill to extract rumours. There are several rumours circulating around the tavern some true, some false.

If the character succeeds at a higher DC level, read the rumours of lower DC along with the check result. If a character succeeds by 20 or more read all the true rumours only.

DC10 The Warlock lives with his three brothers within the mountain (FALSE)

DC11 Orcs and Goblins guard the entrance. (TRUE)

DC12 There is a fast flowing underground river that segregates the dungeon. (TRUE)

DC13 A huge monster lurks in the underground river. (FALSE)

DC14 The Warlock has befriended a Dragon. (TRUE)

DC15 The Warlock keeps his treasure in a magnificent chest with three locks. Monsters in the dungeon guard the keys to the locks. (TRUE)

Scaling the Adventure

The Warlock of Firetop Mountain has been written for a party of three 4th level PC's. However, it can be adjusted for lower or higher level parties with a few modifications. Some examples are given below. For additional information on specific encounters including the Warlocks treasure see the Monsters and Encounters section.

3rd Level PCs

Consider allowing the characters to find some extra healing, maybe potions or scrolls, and make sure they have plenty of opportunities to rest and fully recuperate between encounters.

Encounters of EL6 or greater should be toned down to increase the parties chance of survival. For instance, the Giant in encounter 30 should be replaced with a Gnoll with 2 fighter levels; the Warlock in encounter 48 should be reduced to a 6th level Sorcerer and reduce the damage from the lightning bolt trap in encounter 49 to 6D6.

5th - 6th Level PCs

In order to challenge characters of these levels, you will need to increase the number and/or strength of the foes. Make Grishak, the Orc leader a 5th level fighter and increase his Orc and Goblin cohorts to 3rd level fighters, with at least one 4th level shaman (Cleric) and one 4th level sorcerer added; increase the Ogre in encounter 14 to two Ogres and make them both 4th level fighters; increase the size of the spider in encounter 16 to Huge; the Barbarian in encounter 22 should be increased to level 6 and given a magic weapon; the Cavemen in encounter 29 should be increased to 4th level fighters and their strength increased to 17 each; increase the number of Sandworms in encounter 32 to two; the Wererat in encounter 34 should be increased to a 3rd level fighter; the Werewolf in encounter 36 should be increased to a 2nd level fighter; increase the Vampire Spawn in encounter 39 to 5th level, making him a fully fledged vampire; Increase the number of Wights in encounter 40 to two and increase the age of the Dragon in encounter 47 from Wyrmling to Young.



Encounters 3,4,5,6,7 and 8

The monsters in these encounters are mainly Orcs and Goblins. The monsters carry the weapons that are stated in the text.

If captured, the Orcs and Goblins know nothing about the dungeon on the other side of the portcullis. They know about Aaron in the prison cell, the weapons store and the Dwarf who was captured and brought to the interrogation room. This information can be gained by general interrogation.

Encounter 29. Cavemen

If you were wondering where these came from; the Cavemen were part of a hunting expedition from the plain of bones many miles away. During a bad snow-storm they were separated. The pair wandered across the land for many days until finally, they sort refuge in the Firetop Mountain. Here they have set up home.

Encounter 30. The Giant's Lair

The treasure in this room is rather sparse considering the monster. We recommend giving the Giant the following treasure:

- 1000gp of coinage
- 4 gems (determined randomly)
- 1D4 thunderstones
- Masterwork Banded mail (Medium-sized)
- Masterwork weapon
- Ring of Mind shielding

Encounter 49. The Warlock's Treasure

The Warlock's treasure is listed below:

- 15000 silver pieces
- 2000 gold pieces
- 220 platinum pieces
- 12 gems (DM to determine)
- 6 objects of art (DM to determine)
- Ring of chameleon power
- Wand of charm monster (31 charges)
- Bag of holding (bag3)
- Rope of climbing
- Gauntlets of Ogre power
- Boots of speed
- Warlocks spell books and spells
- 0 Level: Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Open/Close, Prestidigitation, Ray of Frost, Read Magic.
- 1st Level -- Cause Fear, Shield, Chill Touch, Mage Armour, Magic Missile.
- 2nd level -- Invisibility, Knock, Spectral Hand, Web.
- 3rd level -- Fireball, Fly, Slow.
- 4th level -- Minor Globe of Invulnerability, Wall of Fire.
- 5th level - Teleport.
- The following scrolls:
- Scroll #1 Dispel magic (3rd), Stone skin (4th), ice storm (4th)
- Scroll #2 Wall of Stone (5th), Repulsion (6th)



Combat

In order for Dekion to hit his opponent, he must do the following: Roll a D20 and add his combat modifier for the weapon he is using (+9 for his scimitar). If the result is equal to or greater than his opponents Armour class (AC), then he has hit. Dekion then rolls his damage for the weapon he is using (1D6+6).

If a monster's roll to hit is equal to or greater than Dekion's AC, then the monster has scored a hit and Dekion loses hit points (hp).

When Dekion's hp reaches 0, he is unconscious. If they reach -10, he is dead.

Skills

Dekion has a number of skills that he can use during the course of this adventure. In order for Dekion to succeed at a skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Dekion is listening at a door. In order to hear the conversation on the other side he must make a skill (listen) check (DC15). He rolls a D20 and adds the listen modifier (+1).

Note that some of Dekion's skills have a slash separating two figures (i.e. Climb +7/-+3). The first number given is Dekion's modifier without his Armour penalty (-2 for his Chain mail shirt and -2 for his Large steel shield). Dekion's swim skill, which is separated by the slash, (+7/-9) is his modifier to swim with all of his equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc

Climb- Use this skill to climb the tallest mountain or descend the deepest pit

Hide- use this skill to sink into the shadows and remain unseen

Jump- Use this skill to leap over pits, vault low fences or leap onto tables

Listen- Use this skill to hear approaching enemies or to listen at doors

Move silently- you can sneak up on an enemy, or sink away without being heard

Search- you can find simple traps, hidden doors, and other details not readily apparent

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster

Swim- you can swim

Feats

Feats are features that that give Dekion special capabilities, or improve ones that he already has. Listed below are Dekion's feats and a brief description of each one.

Blind-fight - you know how to fight in melee without being able to see your foes.

Dodge- You are adept at dodging blows. Designate an opponent and receive a +1 bonus to AC against attacks from that opponent.

Power attack- You can make exceptionally powerful attacks. You may take a penalty on your to hit roll and add that score to your damage (if you hit).

Sunder- You are skilled at attacking another's weapon. This does not provoke an attack of opportunity (see PHB page 136)

Weapon focus (Scimitar)- You are especially good with the scimitar. You add +1 to your attack roll with this weapon.

Weapon specialisation (Scimitar)- Your extra training allows you to gain +2 damage with this weapon.

Potions: Potion of Fortune will restore 1D4+3 Luck; Potions of Cure Moderate Wounds will heal 2D8+3 hit points each

SARIAN JAX

Combat

In order for Sarian to hit his opponent, he must do the following: Roll a D20 and add his combat modifier for the weapon he is using (+4 for his Shortsword). If the result is equal to or greater than his opponents Armour class (AC), then he has hit. Sarian then rolls his damage for the weapon he is using (Shortsword 1D6 +1).

If a monster's roll to hit is equal to or greater than Sarian's AC, then the monster has scored a hit and Sarian loses hit points (hp).

When Sarian's hp reaches 0, he is unconscious. If they reach -10, he is dead.

Skills

Sarian has a number of skills that he can use during the course of this adventure. In order for Sarian to succeed at a skill, he must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Sarian is listening at a door. In order to hear the conversation on the other side he must make a skill (listen) check (DC15). He rolls a D20 and adds his listen modifier (+7).

Sarian's swim skill, which is separated by the slash, (+2/-5) is his modifier to swim with all of his equipment on (-1 to Swim checks for every 5lbs carried).

Appraise- Use this skill to determine the approximate value of an item.

Balance- Use this skill when you need to keep your balance on a rocking boat etc

Climb- Use this skill to climb the tallest mountain or descend the deepest pit

Disable device- use this skill to disable traps both mechanical and magical

Hide- use this skill to sink into the shadows and remain unseen

Jump- Use this skill to leap over pits, vault low fences or leap onto tables

Listen- Use this skill to hear approaching enemies or to listen at doors

Move silently- you can sneak up on an enemy, or sink away without being heard

Open lock- Sarian can open locks with the aid of lock picks

Pick pockets- Sarian can steal from people without them knowing

Search- you can find simple traps, hidden doors, and other details not readily apparent

Spot- Use this skill to spy a rogue hiding in the shadows or a Camouflaged monster

Tumble- Sarian can use his acrobatics to avoid combat.

Swim- you can swim

Feats

These are features that give Sarian special capabilities, or improve ones that he already has. Listed below are Sarian's feats and a brief description of each one.

Dodge- you are adept at dodging blows. Designate an opponent and receive a +1 bonus to AC against attacks from that opponent.

Improved initiative- +4 to initiative roll

Sneak attack- If Sarian catches his opponents flatfooted he gains additional damage (+2D6)

Evasion- any attack that would require a save for half damage deals no damage (if the save was successful)

Uncanny dodge- you can never be caught flatfooted

Potions: Potion of Fortune will restore 1D4+3 Luck; Potions of Cure Moderate Wounds will heal 2D8+3 hit points each

SARIAN JAX

HIT POINTS

24

LUCK

16

Size: Medium (5ft.10inches)
 Race/Sex: Human / male
 Class/Level: Rogue / 4
 Hit Dice: 4d6+4 (hp 24)
 Initiative: +8 (+4 Dex, Improved initiative)
 Speed: 30ft. (6 squares)
 AC: 16 (+4 Dex, leather armour); touch 14, flatfooted 12

Attacks (Damage):

+4 melee (Shortsword 1D6 +1) or +7 ranged (short bow 1D6) or +4 melee (Dagger 1D4 +1)

Special Attack:

Sneak Attack + 2D6 damage

Saves:

Fort +2, Ref +8, Will +4

Abilities:

Str 13 (+1), Dex 19 (+4), Con 13 (+1), Int 15 (+2), Wis 17 (+3), Cha 10 (+0), Luck 16 (+3)

Skills:

Appraise +7, Balance +11, Climb +4, Disable device +9, Hide +11, Jump +4, Listen +10, Move silently +10, Open lock +10, Pick pockets +10, Search +9, Spot +6, Tumble +11, Swim +3/ -4
 Alertness, Dodge and improved initiative
 Evasion, Uncanny dodge

Feats:

Bonus Feats:

Equipment:

Short sword (3lbs), short bow (2lbs), 20 arrows in quiver (3lbs), dagger (1lb), and leather Armour (15lbs), backpack (2lbs): winter blanket (3lbs), Bullseye lantern + oil (4lbs total), thieves' tools (1lb), 50ft. silk rope (5lbs), Goggles of Night (Darkvision 60ft.), Flint and steel (1lb), 2x Potions of Cure Moderate wounds and a potion of Good Fortune.
 Total weight 41lbs (light encumbrance)

Encumbrance:

Languages:

Common

NOTES



DEKION STROM

HIT POINTS

50

LUCK

13

Size: Medium (6ft. 2 in)
 Race/Sex: Human / male
 Class/Level: Fighter / 4
 Hit Dice: 4D10+12 (hp 50)
 Initiative: +2 (+2 Dex)
 Speed: 30ft. (6 squares)
 AC: 18 (+2 Dex, Chainmail shirt and Large steel shield); touch 12, flat-footed 16

Attacks (Damage):

+9 melee (Scimitar 1D6 +6) or +8 melee (Dagger 1D4 +4) or +6 ranged (Dagger 1D4 +4) or +6 ranged (Light crossbow 1D8)

Saves:

Fort +7, Reflex +3, Will +2

Abilities:

Str 18 (+4), Dex 15 (+2), Con 16 (+3), Int 14 (+2), Wis 12 (+1), Chr 11 (+0) Luck 13 (+1)

Skills:

Balance +5/ +1, Climb +7/ +3, Hide +5/ +1, Jump +7/ +3, Listen +1, Move silently +2/ -2, Search +2, Spot +1, Swim +7/ -9

Feats:

Blind fighting, Dodge, Power attack, Weapon focus (scimitar), Weapon specialisation (Scimitar)

Equipment:

Scimitar (4lbs), light crossbow (6lbs), 10 bolts (1lb total), chain mail shirt (25lbs), large steel shield (15lbs), dagger in belt scabbard (2lb), explorers outfit (8lbs), backpack (2lbs): winter blanket (3lbs), Bullseye lantern + oil (4lbs total), 50ft. silk rope (5lbs), sacks x2 (1lb total), pitons x6 (3lb total), small hammer (2lbs), rations for four days (2lbs total), flint and steel (1lb), 2x Potions of Cure Moderate wounds and a potion of Good Fortune.
 Light load carried (weight carried 84 lbs)
 Common, Elven, Goblin

Encumbrance:

Languages:

NOTES



RHANA QUINN

Combat

In order for Rhana to hit her opponent, she must do the following: Roll a D20 and add her combat modifier for the weapon she is using (+3 for her Quarterstaff). If the result is equal to or greater than her opponents Armour class (AC), then she has hit. Rhana then rolls her damage for the weapon she is using (1D6 +1 for her Quarterstaff).

If a monster's roll to hit is equal to or greater than Rhana's AC, then the monster has scored a hit and Rhana loses hit points (hp).

When Rhana's hp reaches 0, she is unconscious. If they reach -10, she is dead.

Skills

Rhana has a number of skills that she can use during the course of this adventure. In order for Rhana to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Rhana is listening at a door. In order to hear the conversation on the other side she must make a skill (Listen) check (DC15). She rolls a D20 and adds the listen modifier (+3).

Rhana's swim skill, which is separated by the slash, (+2/-5) is her modifier to swim with all of her equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc

Climb- Use this skill to climb the tallest mountain or descend the deepest pit

Concentrate- Use this skill to focus your mind or cast a spell in combat

Hide- use this skill to sink into the shadows and remain unseen

Jump- Use this skill to leap over pits, vault low fences or leap onto tables

Listen- Use this skill to hear approaching enemies or to listen at doors

Move silently- you can sneak up on enemies, or get away and not be heard

Search- you can find traps, hidden doors, and details not readily apparent

Spot- Use this skill to spy a hiding rogue or a Camouflaged monster

Swim- you can swim

Feats

Feats are features that that give Rhana special capabilities, or improve ones that she already has. Listed below are Rhana's feats and a brief description of each one:

Combat casting- you are adept at casting spells in combat. +4 to concentrate checks to cast spells on the defensive

Silent spell- you can cast a spell without the verbal component. The spell must be prepared as if it were one level higher.

Racial abilities

Low light vision- half elves can see twice as far as humans in starlight, moonlight and similar conditions

Familiar

Rhana has a magically summoned creature called a familiar. His name is Milano and he is a rat.

Milano and Rhana can communicate empathically up to a range of one mile; While Milano is within arms reach, Rhana gains the feat Alertness (+2 to Listen and Spot checks; At Rhana's discretion, any spell that she casts on herself (mage Armour for example) can affect Milano if he is within 5ft; Milano can deliver Rhana's touch effect spells; Milano has the feat improved evasion. This means that any attack that would cause Milano to make a reflex save, he takes no damage if successful.

Potions: Potion of Fortune will restore 1D4+3 Luck; Potions of Cure Moderate Wounds will heal 2D8+3 hit points each

ELLION G'ARAK

Combat

In order for Ellion to hit her opponent, she must do the following: Roll a D20 and add her combat modifier for the weapon she is using (+8 for her Heavy mace). If the result is equal to or greater than her opponents Armour class (AC), then she has hit. Ellion then rolls her damage for the weapon she is using (1D8+5 Heavy mace).

If a monster's roll to hit is equal to or greater than Ellion's AC, then the monster has scored a hit and Ellion loses hit points (hp).

When Ellion's hp's reach 0, she is unconscious. If they reach -10, she is dead.

Skills

Ellion has a number of skills that she can use during the course of this adventure. In order for Ellion to succeed at a skill, she must roll equal to or greater than the Difficulty Class (DC) number for the skill in question on a D20 while adding the skill modifier. An example of this would be that Ellion is listening at a door. In order to hear the conversation on the other side she must make a skill (listen) check (DC15). She rolls a D20 and adds her listen modifier (+4).

Note that some of Ellion's skills have a slash separating two figures (i.e. Climb +5/-1). The first number given is Ellion's modifier without her Armour penalty (-2 for her shield and -4 for her breast plate). Ellion's swim skill, which is separated by the slash, (+5/-10) is her modifier to swim with all of her equipment on (-1 to Swim checks for every 5lbs carried).

Balance- Use this skill when you need to keep your balance on a ledge etc

Climb- Use this skill to climb the tallest mountain or descend the deepest pit

Concentrate- Use this skill when you need to focus your mind or cast a spell in combat

Hide- use this skill to sink into the shadows and remain unseen

Jump- Use this skill to leap over pits, vault low fences or leap onto tables

Listen- Use this skill to hear approaching enemies or to listen at doors

Move silently- you can sneak up on an enemy, or slink away without being heard

Search- you can find simple traps, hidden doors, and other details not readily apparent

Spellcraft- you can identify a spell being cast or a spell effect.

Spot- Use this skill to spy a hiding rogue or a Camouflaged monster

Swim- you can swim

Feats

Feats are features that that give Ellion special capabilities, or improve ones that she already has. Listed below are Ellion's feats and a brief description of each one.

Alertness- +2 bonus on listen and spot checks

Combat casting- you are adept at casting spells in combat. +4 to concentrate checks to cast spells on the defensive

Turn undead - You can turn undead as a supernatural ability

Spells

Ellion worships the Deity Sindla. Her God grants her the use of spells.

Spells per day are: 0 level- 5; 1st level- 4 +1 and 2nd level- 2 +1. Her domains are: Good (all good spells are cast at +1 level) and Luck (use good fortune once a day and re-roll a dice roll you just made)

Spontaneous casting- Ellion can channel any spell revised into a cure spell.

Potions: Potion of Fortune will restore 1D4+3 Luck; Potions of Cure Moderate Wounds will heal 2D8+3 hit points each

ELLION G'ARRAK

HIT POINTS

27

LUCK

16

Size: Medium (6ft. 5 in)
Race/Sex: Half-Orc / female
Class/Level: Cleric / 4
Hit Dice: 4D8+0 (hp 27)
Initiative: +0
Speed: 20ft. while wearing Breastplate armour (4 squares), base 30ft.

Armour Class:

Attacks (Damage):

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Bonus Feats:

Spells per day:

Equipment:

17 (Breastplate armour and large wooden shield) touch 10, flat-footed 17

+8 melee (Heavy mace 1D8+5) or +3 ranged (Light crossbow 1D8)

Dark Vision 60 ft.

Fort +4, Reflex +1, Will +6

Str 20 (+5), Dex 10 (+0), Con 11 (+0), Int 12 (+1), Wis 14 (+2), Chr 9 (-1) Luck 16 (+3)

Balance +3/-3, Climb +5/-1, Concentrate +7, Hide +0/-6, Jump +5/+1, Listen +4, Move silently +0/-6, Search +1, Spellcraft +7, Spot +4, Swim +5/-10

Alertness, Combat casting, Turn undead, Spells and Spontaneous casting

5/ 4+1/ 3+1

Heavy mace (12 lbs), light crossbow (6 lbs) 10 bolts (1lb total) Breastplate (20 lbs), large wooden shield (10lbs), Explorers outfit (8lbs), backpack (2lbs): winter blanket (3lbs), 50ft.silk rope (5lbs), sacks x2 (1lb total), pitons x6 (3lb total), small hammer (2lbs), rations for four days (2lbs total), Flint and steel (1lb), 2x Potions of Cure Moderate wounds and a potion of Good Fortune.

weight carried 76lbs (Light load carried)

Common, goblin, Orc

Sindia (Titan Goddess of Luck)

Luck and Good

NOTES



RHANA QUINN

HIT POINTS

25

LUCK

14

Size: Medium (5ft. 3 in)
Race/Sex: Half-elf / female
Class/Level: Sorcerer / 4
Hit Dice: 4D4+12 (hp 25)
Initiative: +2 (+2 Dex)
Speed: 30ft. (6 squares)
Armour Class: 12 (+2 Dex) touch 12, flat-footed 10

Attacks (Damage):

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Spells:

Equipment:

+3 melee (Quarterstaff 1D6+1) or +3 melee (Dagger 1D4+1) or +4 ranged (Dagger 1D4 +1)

Low light vision, Immune to magical sleep, +2 saves against enchantment spells and effects

Fort +4, Reflex +3, Will +6

Str 13 (+1), Dex 14 (+2), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Chr 17 (+3) Luck 14 (+2)

Balance +5, Climb +1, Concentration +7, Hide +2, Jump +2, Listen +3, Move silently +4, Search +3, Spellcraft +7, Spot +3, Swim +2/-5

Combat casting, silent spell

Spells known (6/7/4; base DC=13+ spell level): 0 level- arcane mark, daze, detect magic, disrupt undead, ghost sound, read magic, 1st Level-ray of enfeeblement, burning hands, mage Armour, 2nd level- Melf's acid arrow

Wand of magic missiles (5th level, 40 charges), Quarterstaff (4lb), dagger in boot (1lb), dagger in belt scabbard (2lb), explorers outfit (8lbs), sorcerer's robes (2lbs), backpack (2lbs): winter blanket (3lbs), scroll case (0.5lbs), Bullseye lantern +oil (4lbs total), 50ft. silk rope (5lbs), sacks x2 (1lb total), pitons x6 (3lb total) small hammer (2lbs), rations for four days (2lbs total), Flint and steel (1lb) 2x Potions of Cure Moderate wounds and a potion of Good Fortune. Light load carried (weight carried 38.5lbs) Common, Elven, Orc

Encumbrance:
Languages:



MILANO - RHANA'S FAMILIAR

HIT POINTS

12

Race: Rat (tiny animal)
HD: 4 (12 hit points)
AC: 16
Att: Bite +4 melee (1D3-4 damage)
Saves: Fort +2, Reflex +4, Will +1
Abilities: Str 2, Dex 15, Con 10, Int 7, Wis 12, Chr 6
SQ: Scent
Special: Alertness, improved evasion, share spells, empathic link, touch.
Skills: Balance +10, Climb +12, Hide +18, MV silently +10, Spot +1
Feats: Weapon finesse (bite)

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CAVERNS OF THE SNOW WITCH

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